

ISSUE NO.
208
JUNE

GTM

GAME TRADE MAGAZINE

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15TH ANNIVERSARY
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Coming Summer 2017

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IN THIS ISSUE:

- DEFEND THE FOREST LANDS AND DEFEAT YOUR FOES WITH THE ALL-NEW LATARI ELVES FACTION EXPANSION FOR FANTASY FLIGHT'S RUNEWARS MINIATURE GAME!
- MARVELS' UNCANNY MUTANTS PLAY HOOKY FOR COMPETITIVE, DICE-BUILDING ACTION WITH THE X-MEN FIRST CLASS EXPANSION FOR WIZKIDS' MARVEL DICE MASTERS!



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15TH ANNIVERSARY

HEROCLIX

DC ELSEWORLDS

HEROCLIX

See your favorite heroes and villains like never before in the **DC Comics HeroClix: 15th Anniversary - Elseworlds** set!

Coming Summer 2017

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IN THIS ISSUE:

- DEFEND THE FOREST LANDS AND DEFEAT YOUR FOES WITH THE ALL-NEW LATARI ELVES FACTION EXPANSION FOR FANTASY FLIGHT'S RUNEWARS MINIATURE GAME!
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COVER STORY



Marvel HeroClix 15th Anniversary - What If?

Suit Up! Arm yourself with these teasers of Captain Britain Iron Man and Iron Punisher from WizKids' *Marvel HeroClix 15th Anniversary - What If?*

by WizKids/NECA

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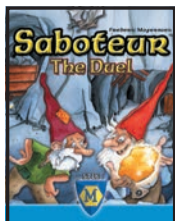
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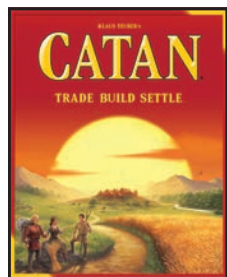
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THE CURSE

OF THE STATUETTES

The World of Equestria
is Expanding -

CURSE of the Statuettes!

An expansion set for the
My Little Pony: Tails of Equestria
storytelling Game.

Coming in June!



An Adventure for



SHINABI
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Greetings dear readers!

Holy cats – we’ve got a pretty **BIG** issue for you all this month! Seriously, my sympathies go out to anyone who may injure themselves picking their copy up from the coffee table. **Remember:** stretching before any heavy lifting is *always* recommended by the GTM Bullpen.

So, what do we have for you this time around? Well, for starters I think this may be the first time ever that *Game Trade Magazine* has ever showcased two cover stories in one issue! That’s right, we join WizKids in their ongoing celebration of 15 (!) years of *HeroClix* with **two** covers for this issue: one for **Marvel HeroClix: What If?** and the other for **DC HeroClix: Elseworlds!**

Don’t worry – the content is the same no matter which cover you get. (But what a fun way to show your fandom!)

That’s just the tip of the iceberg – we’ve got 40 pages of exclusive content in this issue from your favorite manufacturers and some pretty excellent recent additions to the GTM family of contributors. Mix in some pretty cool ads and over 40 pages (!) of new products and accessories coming to a FLGS near you and we’ve got one super-fine issue of GTM for you to enjoy.



Did you see that gatefold from Steve Jackson Games? Of course you did, you probably opened right up to it! And, be sure to sneak - uh work the enclosed *Super Munchkin* bookmark into your next game!

Last, and certainly not least, if you’re at Origins Game Fair be sure to swing by booth #208 and visit with Yours Truly. I’d love to hear your thoughts on the magazine or just talk shop. **Be forewarned:** I’ll probably try to give you another copy of GTM while you’re there! (We’ll probably have a few other goodies to give away too.)

Thanks for reading. We hope you enjoy all of the fantastic and informative content from our contributors this month.

Game on everyone!

-JG



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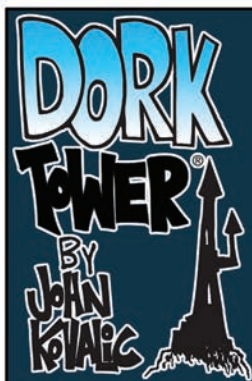
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"WHEN HE NEEDS A HIGH NUMBER, HE..?"

"ROLLS LOW?"

"YES! AND WHEN HE NEEDS A LOW NUMBER HE..?"

"ROLLS HIGH!"

"YOU ARE LEARNING!"

"SO WHEN HE ATTACKS THE BOSS MONSTER AT THE CLIMACTIC MOMENT, HE..?"

"ROLLS A CRITICAL FAIL?"

"NO! TOO EASY! YOU MUST WAIT! YOU MUST WAIT!"

"HE MISSES, BUT ONLY JUST!"

"HE IS STRUNG ALONG, YES, MISSING, BUT OH SO CLOSE, HE HAS HOPE! HE BELIEVES HE HAS A SHOT... A CHANCE, AND THEN..."

"CRITICAL FAIL?"

"YES!"

"WAIT! SHHH!"

"SOMEONE IS COMING!"



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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



Cover Story: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.



Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



Designer Diaries: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #203
GTM contains articles on tabletop games, reviews, game related fiction, and well contained games and game modules, along with subscription information on upcoming game releases.
GTM 203 \$3.99

ALC STUDIO



FIRETEAM ZERO: EUROPE CYCLE EXPANSION
From the Bloodlines in the Old Country! This first expansion to Fireteam Zero introduces the Bloodlines, another entirely new monster kind! Plus, enhance your Specialists with all new powers! The Europe Cycle also includes four double-sided map tiles with new terrain, as well as new locations and adventures ("The Battle of Last Children", "Lightning Hour", and "The Last Roof").
Scheduled to ship in November 2016.
AUC #FD02 \$19.99

KEY
There are symbols and terms found throughout Game Trade Magazine that mean the following:
Offered Again (O/A)
These items have been offered before in Game Trade Magazine and are available again for you to order. Don't forget to order what you missed the first time.
PI
Your store will set the price for all items labeled "PI". Check with your retailer.

GAMES

INFLATABLE WW2

Scheduled to ship in November 2016.

17POR SHELL (USED BY THE SHERMAN/FIREFLY)
AUC #SH0003 \$15.00

75MM AP SHELL (USED BY THE M4 SHERMAN)
AUC #SH0001 \$10.00

89MM SHELL (USED BY THE TIGER I)
AUC #SH0002 \$15.00

ASMODEE EDITIONS



AYE DARK OVERLORD! (THE GREEN BOX)
No Evil Wizard or Dark Overlord throws in the towel after just one battle, and the fantasy storytelling game is back for round two with Aye Dark Overlord! The Green Box. Whenever an Emperor fails to quash a rebellion or an Evil Duke kidnaps the wrong heir, someone has to take the blame. In Aye Dark Overlord, players tell their best tales to an unforgiving master in the hopes that they won't be blamed for the latest failure of Evil to triumph over Good. Aye Dark Overlord! The Green Box is a new version of the game that's a complete game on its own, but can also be played with The Red Box or the original Fantasy Flight Games version of the game for even more content! Scheduled to ship in December 2016.
AUC #D111 \$24.95

ATLAS GAMES

OFFERED AGAIN

O/A LOST IN R'LYEH CARD GAME (CALL OF CTHULHU)
R'lyeh is a terrible and ancient city, risen from the depths of the Pacific by a great cause. There, Cthulhu lies both dead and dreaming, waiting to consume any who venture near. In Lost in R'lyeh, a card game of escaping dread Cthulhu and certain madness, players are trapped in H.P. Lovecraft's short story, "The Call of Cthulhu." From the mysterious discovery of a precious idol, to dreams of a dark cult, to landing on a mysterious island, Cthulhu's horrific emergence, no player can truly win, merely escape with their sanity or be forever lost in R'lyeh!
AUG 1370 \$14.95

AVALANCHE PRESS

KOREAN WAR: COUNTER ATTACK
Korean War Counter Attack is a board game of the Korean War. It is a complete board game in the Korean War series based on these famous battles. Scheduled to ship in January 2017.
AUG 0329 \$39.99

PANZER GRENADE: KOREAN WAR - COUNTER ATTACK
Driven back into the Pusan Peninsula, American and South Korean forces - soon joined by British, Turkish, and other United Nations contingents - held the line, and in the fall of 1950 launched a powerful offensive against the North Koreans. With strong, fast lanes ranging northward and other units landing by sea at Incheon, the United Nations rapidly turned their victory into a North Korean rout. Featuring Fourth Edition rules and full-color player aids, Counter Attack is a complete board game in the Panzer Grenadier series based on these famous battles. Scheduled to ship in January 2017.
AUG 0329 \$39.99

BATTLEFIELD PRESS

D6 EDITION: NINJA HIGH SCHOOL THE ANIME AND MANGA RPG
Celebrating 30 Years of Nihon's Manga Craze! Ninja High School is just your average high school, but living in Onigawa, your ninja-obsessed small town, then, two lovely young ladies enter his life. Akiko "Akiko" Kobayashi, heir to a ninja clan, and Princess Aoi of Sakai. Both are silent on marrying him for their own benefit. Can he survive their affections and weaponry long enough to take their love story to the next level? Based on the fan-favorite anime series created, written, and illustrated by Ben Dunn and powered by the D6 System, Ninja High School: The Anime and Manga Role Playing Game puts you in the driver's seat of the high-flying antics of Nihon, complete with rules on how to build your own character, along with six different customizable archetype templates for quick play, such as Student, Teacher, Genius, Gun Buggy, Ninja, and Magician. Scheduled to ship in December 2016.
SEP 8945 \$29.95

BATTLEFRONT MINIATURES

DUNGEONS & DRAGONS: STORM KING'S THUNDER

Scheduled to ship in October 2016.

FIRE GIANT
GFF #7053 \$40.00

THE PRINCESS AND THE GOBLIN

Based on the wonderful children's tale by George MacDonald Young, Princess Irene, sent away to the country to be raised in a place nestled into the side of a mountain, half farmhouse and half castle, has stumbled into a conspiracy - of Goblins! Really, Goblins! They will just threaten the king and his palace and, of course, Irene. Can you uncover the path home, or will the goblins catch you in The Princess and the Goblin, a Game of Daring Escape? Scheduled to ship in December 2016.
MAP #WR0511 \$24.00

BEZIER GAMES

NEW YORK SLICE
Slice! Cheese! Eat! You've just been given a shot at being the head chef of the prestigious New York Slice pizza parlor. You and your fellow pizza chef wannabes just have to make the most amazing pizzas, one slice at a time! Scheduled to ship in January 2017.
PSI #E291SL \$29.95

BRAIN GAMES

GAME OF TRAINS
Be the first to get your train on in this exciting, seasonal order in Game of Trains! Scheduled to ship in August 2016.
RGP #175 \$12.95

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

Spotlight On: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

WHAT IF...

HEROCLIX®

MARVEL HEROCLIX: 15TH ANNIVERSARY WHAT IF? BOOSTER BRICK (10)
WZK 72824 \$129.90 | Available June 2017!

What if... the Runaways became the Young Avengers? What if... Spider-Man never became a crime-fighter? What if... the Punisher had become an Agent of S.H.I.E.L.D.? Find out with *Marvel HeroClix: 15th Anniversary – What If?*

Marvel Heroes in their various incarnations come together for the *Marvel HeroClix: 15th Anniversary – What If?* set. This brand-new booster set features characters from the popular *What If...* comics in the Marvel Universe, providing some interesting combinations of powers and character mash ups! Some of those combos include Iron Man as the Sorcerer Supreme instead of Dr. Strange, The Punisher becoming the Iron Punisher, and Captain America possessing Thor's mighty hammer, Mjolnir. The *What If...* stories are based on what the Marvel Universe would look like if different events occurred from the regular continuity, resulting in new ways to see your favorite characters. With so many alternate storylines, *Marvel HeroClix: 15th Anniversary – What If?* provides unique gameplay for both sealed and constructed play!

Let's start off with a few previews of some of the characters in this set! First up, we have a character featured in "What If... Captain America had formed the Avengers" – Iron Punisher! The story explores what would have happened if Captain America were unfrozen and formed the Avengers, himself. In parallel, The Punisher, who had been serving S.H.I.E.L.D. with a suit designed by Tony Stark, was selected as an Avenger for Captain America's team.

Iron Punisher has some unique things going on with his dial. His trait, From an Alternate Earth, is active when Iron Punisher is on your sideline. You may grant a friendly character named *Iron Man* or *Punisher* that is equal to or has more

points or more in this case) a free action to replace that character with Iron Punisher on the same click number. This can potentially turn the tide of a game, offering flexibility up front if Iron Punisher is a better match for an opponent than an Iron Man or Punisher that you might be using. Test it out by switching your Iron Man or Punisher after taking a hit or two and gain the great stats of Iron Punisher's dial. Iron



IRON PUNISHER™
Avenger, S.H.I.E.L.D., Army Soldier

REAL NAME: FRANK CASTLE

FROM AN ALTERNATE EARTH If this character is on your sideline, you may give a free action to a friendly character named Iron Man or Punisher that's equal or more points. Replace that character with this character on the same click number.

METAL MESH ARMOR (Toughness)

DID WE FREE AMERICA? When Iron Punisher KO's an opposing character, modify a friendly character's damage value by +1 until your next turn.

TO THE ARCTIC TO FIND CAP (Running Shot)

THE ULTIMATE SOLDIER FOR FREEDOM (Penetrating/Psychic Blast)

I GOT THIS, TARGETING COMPUTER (Precision Strike)

SOLAR-CHARGED, TRANSFORMERIZED (Invulnerability)

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WHAT IF... CAPTAIN AMERICA
and the Young Avengers

SIGNIFICANT APPEARANCE: WHAT IF? VOL. 2 (CAPTAIN AMERICA HAD FORMED THE AVENGERS) #29 (1991)

6	1	2	3	4	5	6	7	8	9	10	11	12
9	9	8	8	8	7	7	7	7	7	KO	KO	KO
12	12	11	11	11	11	10	10	10	10	KO	KO	KO
18	18	17	17	17	17	17	17	17	17	KO	KO	KO
3	3	2	2	2	2	2	2	2	2	KO	KO	KO

POINT VALUE: 100

HEROCLIX

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Punisher also has '7' clicks, so you might even get an extra click or two depending on how many clicks the Iron Man or Punisher that gets switched out has. Iron Punisher will be a staple for any team using an Iron Man or Punisher that qualifies to swap out with this trait.

For the rest of his dial, Iron Punisher has extremely solid combat values, starting off with an impressive '12' attack with Penetrating/Psychic Blast, '18' defense with Invulnerability, in addition to Running Shot with the Flight symbol and a range value of '6'. Later on in the dial, Iron Punisher has Precision Strike, Toughness, and a special damage power called Did We Free America? This power activates when Iron Punisher KO's an opposing character, and it gives a friendly character plus 1 damage until your next turn. This can result in some interesting combinations for characters with Flurry or ways to attack multiple times, even if they're all the way across the map.





For keywords, Iron Punisher has Avengers and S.H.I.E.L.D. as non-generic keywords, in addition to Armor and Soldier as generic keywords. Iron Punisher is a solid attacking figure for any team.

Next up, there's Captain Britain Iron Man! He was featured in *What If... X-Men #1* in 2006, where Captain Britain, garbed in a suit of Iron Man armor, joins the Defenders fighting against villains. The battle resulted in Captain America wielding Thor's hammer to alter the entire alternate universe.

Like Iron Punisher, Captain Britain Iron Man has the From an Alternate Earth trait, however, he can be replaced with characters named Captain Britain or Iron Man. This has the same type of flexibility with an even lower point cost than Iron Punisher. Captain Britain Iron Man has two point lines that he can start the game on, '70' or '55' points. However, these point values don't result in him starting at two different starting lines, rather, he has access to a different defense power at each point value. As you can see on his card, the special defense power Enhanced Polymer has a point value underneath each special defense symbol. At 70 points, Enhanced Polymer allows Captain Britain Iron Man to use Impervious, and at 55 points he can use Invulnerability. This is another interesting way to utilize your characters in *HeroClix*, and we will likely see more powers with different point values in the future for more flexibility when building teams (*hint, hint*).

For the rest of the dial, Captain Britain Iron Man starts off with '9' speed, '10' attack, '17' defense, and '3' damage, with Flight, Indomitable, and a range value of '6'. He has a special speed power called Sacrifice Everything for this Fight, which allows him to use Running Shot. He can use it normally, or as a free action if he has two action tokens, but he is dealt 1 unavoidable damage after actions resolve, and he doesn't remove his action tokens at the end of

the turn. This can be a flexible way to attack, even on a turn when he's pushed, especially if you have access to someone who can heal Captain Britain Iron Man each turn as this power only appears on



CAPTAIN BRITAIN IRON MAN

CAPTAIN BRITAIN IRON MAN™
Defenders, Armor

REAL NAME: BRIAN BRADDOCK

FROM AN ALTERNATE EARTH If this character is on your sideline, you may give a free action to a friendly character named Captain Britain or Iron Man that's equal or more points. Replace that character with this character on the same click number.

SACRIFICE EVERYTHING FOR THIS FIGHT Captain Britain Iron Man can use Running Shot. He can use it as a free action if he has two action tokens, but if he does, deal him 1 unavoidable damage after actions resolve and do not clear his action tokens this turn.

ENHANCED POLYMER Captain Britain Iron Man can use Impervious.

ENHANCED POLYMER Captain Britain Iron Man can use Invulnerability.

70 POINTS

55 POINTS

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019 ?

FULL POWER TO FLIGHT SYSTEM (Running Shot)

EVASIVE MANEUVERS (Energy Shield/Deflection)

SIGNIFICANT APPEARANCE : WHAT IF? (X-MEN) #1 (2006)

	1	2	3	4	5	6	7	8	9	10	11	12
Speed	9	8	8	7	7	7	7	7	7	7	7	7
Attack	10	10	9	9	9	9	9	9	9	9	9	9
Defense	17	17	17	17	17	17	17	17	17	17	17	17
Damage	3	3	3	3	3	3	3	3	3	3	3	3

POINT VALUE: 70/55

HEROCLIX

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his odd numbered clicks. Sacrifice Everything for this Fight can even be activated during the turn that he pushes to use a regular attack or Running Shot and dish out even more damage. The rest of his dial has regular Running Shot and Energy Shield/Deflection. For keywords, Captain Britain Iron Man has Defenders as well as Armor for themed team building.

We hope you enjoyed this first look into the *Marvel HeroClix: 15th Anniversary – What If?* set, coming to Friendly Local Game Stores this summer. There will be many great ways to incorporate the figures in this set with those from *Marvel HeroClix Avengers/Defenders War*. It will be a great set to use in sealed games to fight for the Dormammu or Merc Jet Colossal Figures in this summer's Colossal Organized Play Events! Visit the WizKids Info Network at WIN.WizKids.com to find Organized Play Events at Friendly Local Game Stores near you!





HEROCLIX®

DC HEROCLIX: 15TH ANNIVERSARY ELSEWORLDS BOOSTER BRICK (10)
WZK 72762 \$129.90 | Available July 2017!

Imagine... if members of the Justice League were cast into a Wild West storyline called "Justice Riders". Imagine... if Bruce Wayne became the Green Lantern instead of Hal Jordan in a story called "Batman: In Darkest Knight". Imagine... if the Kents never found Kal-El due to a nail in their truck tire, causing the JLA to form without him in a story called "JLA: the Nail". Imagine no more! Discover these stories among others in DC Comics HeroClix: 15th Anniversary – Elseworlds.

The new DC Comics HeroClix: 15th Anniversary – Elseworlds booster set sees Heroes and Villains of the DC Comics universe explore new paths and different continuities if they came about in alternate timelines and worlds other than the regular universe. While HeroClix has explored some Elseworlds stories before, like *Kingdom Come* and *Batman: Gotham by Gaslight*, this set is the largest gathering we have ever seen of Elseworlds stories and characters! There are many types of figures in DC Comics HeroClix: 15th Anniversary - Elseworlds including some new combinations, brand-new roles, and other new twists of classic DC Comics characters.

To give you a look at some of the figures in this set, we have a few previews to show off! First, there's Diana Prince (Justice Rider) from the *Justice Riders* Elseworlds comic. This story depicts Diana Prince as a US Marshal seeking to avenge the destruction of her hometown, Paradise, teaming up with several other Justice Riders to bring down the evil Maxwell Lord.

Coming in at '70' points, Diana Prince (Justice Rider) has a trait shared with a few other Justice Riders in this set called High Noon. If Diana Prince is the last character with this trait to hit an opposing character with a range attack, then Diana Prince must be a target if that hit character makes a range attack next turn. This can be a great way to interrupt an opponent's plans, and might protect a key character on your team from attacks. Next up, her special damage power called, New Sheriff in Town, allows Diana Prince to use Leadership. Also, this power has a 'Unique Modifier' (characters can



**DIANA PRINCE
(JUSTICE RIDER)**



only be modified by one effect with this name) — when she succeeds on the Leadership roll, she grants other friendly characters that share a keyword with her a +1 attack and defense until your next turn. Diana Prince has the Justice League, Past, and Police keywords to build themed teams and benefit other friendly characters with those keywords for the New Sheriff in Town power. Diana Prince also had

DC COMICS
DIANA PRINCE (JUSTICE RIDER)™
Justice League, Past, Police
REAL NAME: DIANA PRINCE

HIGH NOON If Diana Prince (Justice Rider) is the last character with this trait to hit an opposing character with a range attack, until your next turn, if the hit character makes a range attack, Diana Prince (Justice Rider) must be one of its targets.

BEEN IN A GUNFIGHT BEFORE (Energy Shield/Deflection)

CRACK SHOT (Ranged Combat Expert)

NEW SHERIFF IN TOWN Diana Prince (Justice Rider) can use Leadership. **UNIQUE MODIFIER** - When she does and succeeds, other friendly characters that share a keyword with her modify their attack and defense values by +1 until your next turn.

HERE TO KILL MAXWELL LORD™ (Running Shot)

WE HAVE TO KEEP MOVING (Sidestep)

TOUGH AS NAILS (Toughness)

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SIGNIFICANT APPEARANCE: JUSTICE RIDERS OGN (1997)

6	1	2	3	4	5	6	7	8	9	10
8	7	7	7	7	7	7	7	7	7	7
10	11	10	9	9	9	9	9	9	9	9
17	17	17	17	17	17	17	17	17	17	17
4	3	3	3	3	3	3	3	3	3	3

POINT VALUE: 70

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a '6' range value and the Indomitable defense symbol to give her Willpower. Her first click starts off with '8' movement with Running Shot, '10' attack, '17' defense with Toughness, and '4' damage with her New Sheriff power. The rest of her dial has Sidestep, Energy Shield/Deflection, and Ranged Combat Expert as standard powers. She is a great figure to use with many characters in this set as well as some previous sets like the JSA characters with the Past keyword in *DC Comics HeroClix: The Joker's Wild!* She can also be called into the game with the Wonder Woman ID card from *DC Comics HeroClix: World's Finest*.

Next, we have Oliver Queen, Templar from an Elseworlds story called, *Batman: The Doom that Came to Gotham*. This classic, horror-inspired character is set in the 1920s as a solider in the fight against darkness and evil, using his magic arrows as his weapon of choice.

Digging into his dial, Oliver Queen, Templar is '80' points, has a range value of '7', and has a trait called Heaven Grants Me Protection, which allows Oliver Queen to heal '1' click when he would take damage from the Mystics team ability instead of taking an unavoidable damage from it. This trait can be great to deal with any bothersome Mystics characters on an opponent's force, particularly on low-point value characters. Following up, his special attack power called Magic Arrows allows Oliver Queen to use Penetrating/Psychic Blast. Also, Oliver Queen modifies his attack value by +1 when he attacks a character with the Monster or Mystical keyword. If the character has both keywords, he modifies his damage value by +1 as well. These two special abilities make Oliver Queen very potent against a wide array of characters in all *HeroClix* universes who have the Mystical and Monster keywords, or the Mystics team ability.



OLIVER QUEEN, TEMPLAR

His first click starts off with an '8' movement with Running Shot, '10' attack with the Magic Arrows power, '17' defense with Toughness, and '3' Damage with Enhancement. The rest of his dial includes Sidestep, Precision Strike, Energy Shield/Deflection, and Ranged Combat Expert as standard powers. For keywords, he has Gotham City, Past, and Warrior for themed team building. He can also be called into the game with the Green Arrow ID card from *DC Comics HeroClix: World's Finest*.

Thank you for taking a look at the *DC Comics HeroClix: 15th Anniversary – Elseworlds* set, coming to Friendly Local

DC COMICS

OLIVER QUEEN, TEMPLAR™

Gotham City, Past, Warrior

REAL NAME: OLIVER QUEEN

HEAVEN GRANTS ME PROTECTION

If Oliver Queen, Templar would take damage from the Mystics team ability, instead heal him 1 click.

MAGIC ARROWS

Oliver Queen, Templar can use Penetrating/Psychic Blast. When he targets a character with the Monster or Mystical keyword, he modifies his attack value by +1. If the target has both keywords, he also modifies his damage value by +1.

THANK YOU, LORD, FOR MAKING ME A SOLDIER...

(Running Shot)

EVIL IS DRAWN TO MY FAMILY'S SINS

(Sidestep)

FOR GIVING ME THE VISION TO RECOGNIZE EVIL...

(Precision Strike)

FOR GIVING ME THE STRENGTH TO OPPOSE IT...

(Toughness)

GOD'S CHOSEN INSTRUMENT

(Energy Shield/Deflection)

STAND WITH ME AGAINST THE DARKNESS

(Enhancement)

AND THE WEAPONS TO DEFEAT IT

(Ranged Combat Expert)

SIGNIFICANT APPEARANCE

BATMAN: THE DOOM THAT CAME TO GOTHAM #2 (2000)

7	1	2	3	4	5	6	7	8	9	10	11	12
8	8	8	7	7	7	7	7	7	7	7	7	7
10	10	9	10	9	9	9	9	9	9	9	9	9
17	17	17	16	16	15	15	15	15	15	15	15	15
3	3	3	2	2	2	2	2	2	2	2	2	2

POINT VALUE: 80

HEROCLIX



Game Stores near you this summer. There are numerous ways to incorporate the figures in this set with those from *DC Comics HeroClix World's Finest* and *DC Comics HeroClix: The Joker's Wild!* It will be a great set to use in sealed games to fight for the Invisible Jet or Titano Colossal Figures in this summer's Colossal Organized Play Events! Visit the [WizKids Info Network at WIN](http://WizKids.com). WizKids.com to find Organized Play Events at Friendly Local Game Stores near you!



RUNEWARS

MINIATURES GAME

Runewars Miniatures Game | Latari Elf Army Expansion - RWM14 | \$59.95

The Aymhelin—the greatest forest in all of Mennara—stretches from the south of Terrinoth and west of the Ru all the way to the southern ocean. Its great trees reach their ivory trunks up into pure skies, while the spreading canopies cast green-tinged shadows on the forest floor below. It is here the Latari Elves call home, their cities and palaces sweeping gracefully among the trunks of the Deepwood. Now, the return of an ancient foe pulls them into the battle for Terrinoth.

Fantasy Flight Games is proud to announce the *Latari Elves Army Expansion* for *Runewars Miniatures Game*. The expansion not only ushers in a brand-new faction to *Runewars Miniatures Game*, but offers four new units and eight new figures, enough to field an army of Latari Elves on the field of battle.

LEONX RIDERS

Though the Leonx Riders of the Latari Elves are of low status, and shunned by some for their passions and roughness, those who forge a bond with the mighty Leonx gain a share of their strength and ferocity. These riders operate alone or in small family groups, mimicking the temperament of their beast-friends.



Their attacks are unexpected by foes of the elves, and hit with a savage and brutal ferocity. A mere handful of these beast-attuned warriors can turn the tide of a day with a surprising and deadly onslaught.

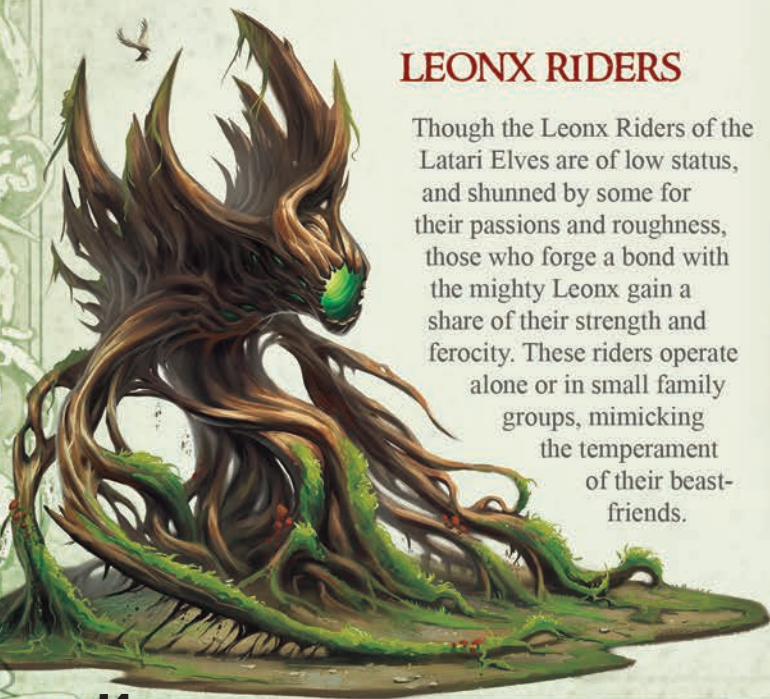
The Leonx Riders serve as the Latari Elves' Cavalry. Taming the mighty Leonx

is no easy task, and these riders focus the rage and speed of these beasts on their foes. When using a powerful melee attack, they can use two surges to add a hit. The Leonx Riders' second ability highlights a new mechanic introduced in *Latari Elves Army Expansion*: unique surges. These can only be used once per combat, but offer a powerful effect in return; in the case of the Leonx Riders, two unique surges can be spent to add a mortal strike to a melee attack.

ALIANA OF SUMMERSONG

The greatest of these Leonx Riders is their champion, Aliana of Summersong. With her shimmering Moonblade and Leonx Mount Wildcall, Aliana of Summersong commands the Leonx Riders with a strength and ferocity worthy of one who leads these passionate warriors into battle.

Aliana adds a mortal strike to all melee attacks. Furthermore, when she rides her Leonx into combat, she strikes fear into the heart of her enemies. With the





“Impact 2” keyword, anyone Aliana charges into will receive two panic tokens, setting them up for potential disaster during their next morale test.

Aliana’s Command Tool provides plenty of movement actions and modifiers to ensure she can be wherever she needs to be on the battlefield.

With three different march options, Aliana can cross the field at her own pace, whether it’s to charge into battle or stay on the defensive. Five different white modifier options ensure you will always have plenty of maneuverability options and a green shift modifier allows you to perform a 4-speed march before getting into position.

DEEPWOOD ARCHERS

Few archers can match the mobility and range of the infamous Deepwood Archers, tasked with preventing intruders from desecrating the sanctity of the Aymhelin. The Archers are masters of positioning, able to perform a shift action for the cost of two unique surges during a ranged attack. While the shift can’t be used to disengage, it can be used to match enemy movements and get the Deepwood Archers in the perfect position for their next attack.

The Deepwood Archers’ Command Tool features three different shift options, letting them move across the battlefield with speed and efficiency, lining up the perfect ranged attack to bring down their foes before safely shifting again.



AYMHELIN SCIONS

The lumbering Scions of the Deepwood are of the Aymhelin itself, the very sinew and muscle of the ancient forest. Just one great tree is enough to tip any battle in the Latari Elves’ favor, and a handful can dispatch entire armies.

Scions are living trees with angular bark and root-like limbs, the will of the forest made manifest. With both a ranged and melee attack on their command dial, the Scion is a threat from all angles.

The Scion has two different charge options, and gives an immobilize token to any unit that it collides with, or is

unlucky enough to collide with it. The Scions can further immobilize their foes by giving them a stun token with two surges during a melee or ranged attack.

NEW TACTICS

Additionally, *Latari Elves Army Expansion* features several new keywords and mechanics designed to add even more depth and tactics to *Runewars Miniatures Game*.

During setup, units with the “Overgrow” keyword allow you to place overgrowth tokens on various pieces of terrain across the map. These tokens do nothing on their own, but the Latari Elves’ affinity for nature will allow their units and upgrade cards to take advantage of Overgrown structures and terrain, adding a new dimension to *Runewars Miniatures Game* tactical movement and combat.



The Latari Elves also bring a fierce and deadly style of warfare to *Runewars Miniatures Game*. Some feature the new “Lethal” keyword, which adds additional hits to the damage pool during attacks by that unit. Conversely, the new “Protected” keyword removes hits to the damage pool before damage is assigned.

DEFENDERS OF THE DEEPWOOD

Releasing alongside *Latari Elves Army Expansion* will be *Runewars Miniatures Game Essentials Pack*, featuring Dice, Templates, Terrain, and Tokens for *Runewars Miniatures Game*. Buying *Latari Elves Army Expansion* and *Runewars Miniatures Essentials Pack* will give you everything you need to jump right into a game!

With startling speed and ferocity, the armies of the Latari Elves are one of the most powerful forces in Terrinoth, and now they join the fight in *Runewars Miniatures Game*.

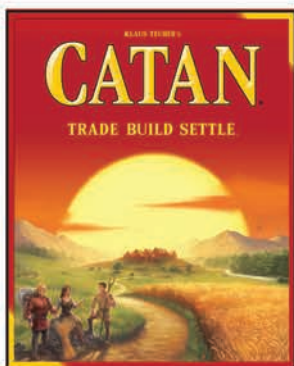
Enhance your army by ordering *Latari Elves Army Expansion* (RWM14) from your local retailer when it hits stores in the third quarter of 2017.

• • •

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Part I Basic Strategies

You've played base *Catan*—you won a few games, you lost the rest. So, what can you do to raise your level of play?

In general, the best way to approach *Catan* is to be flexible and react to the situations that arise during

play. Also, lighten up! Don't be too serious or intense; it's only a game. People are more inclined to trade with and assist someone they like and enjoy playing with.

For winning though, generally, if you have the lead, do not mention it. And certainly don't play it up. If you are viewed as the current leader or as the player in the best position to win, your opponents will stop trading with you. You will be also more often be the target of the Robber.

The Start

Take your time choosing your starting locations—don't let anyone rush you. This is when many games are won or lost as there are a number of complicated factors to consider. When they conflict, only your wits and production are going to see you through. For all *Catan* is a game, and all the men and women merely players; they have their exits and their entrances... Insist that you get to play your game as you see fit.

Analyze the Board – Identify any unusual features of the board. For example, what resource types are produced in abundance and which are scarce.

Maximize Production – Always be aware of the chance that a settlement has of producing. Look at the dots under the numbers. The more dots the better. If you are stumped, look at each group of three resource hexes adjacent to each other (i.e., each intersection) and add up the dots. That will give you an idea how likely an intersection is going to produce. When all else fails, it's better to have resources you may not want than none at all.

Diversify Resource Types – You should aim to produce as many of the five resource types as possible. But, you can forgo producing a type if you have a good port or if that resource type is produced in abundance.

Harbor Synergy – Look for a 2-1 harbor near an intersection that produces the corresponding resource. A harbor is also worth more consideration if there is a resource that is scarce or if you can't access a resource.

CATAN[®]

STRATEGIES

Trade

Catan is not primarily a game of conquest—you are taming the bountiful island of *Catan*. To expand, you need resources. But you'll never produce all the resources you need—trading is very important!

So, trade often and trade well. Don't give up something for nothing. And, remember, it is a four player game. So, if trade helps you and one opponent, you both gain relative to the other two players.

During Play

Increase your production as much and as fast as possible. The effects of early resource production increases can pay dramatic dividends as the game progresses.

Watch out for opponents attempting to block you from prime building sites.

Watch out for opponents trying to cut your road network.

Advanced Strategy

After you feel comfortable with the factors presented above. You might want to try to some more active, aggressive approaches. These can include the expansion strategy, the concentration strategy, the effects of duplicating production numbers, and playing the meta game. More on that later.



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The Godfather

CORLEONE'S EMPIRE



THE GODFATHER: CORLEONE'S EMPIRE

COL GDF001 \$79.99 | Available July 2017!

In the history of cinema, there are few scenes more iconic than the opening of *The Godfather*, as Don Vito Corleone sits behind his desk on the day of his daughter's wedding, and Bonasera begs him for justice. Thus begins a movie masterpiece. It's a story of family, crime, and the American Dream.

With *The Godfather: Corleone's Empire*, Eric M. Lang has added a new chapter to the tale. As with all of his designs, Lang wants to immerse players into the narrative of the game.

"I want people to tell stories about the cool things they did in the game," he explains. When the opportunity to design a game based on *The Godfather*, one of his favorite movies, presented itself, he jumped at the opportunity.

Staying true to the source material was very important for Lang. "One of the things I like about *The Godfather* is that it's so iconic," he explains. "So a lot of the tropes we have about the mobster genre come from that story."

The Godfather: Corleone's Empire takes place during a similar timeline to the movie. New York City in the 1950s was a town full of opportunities — for those willing to take them. Players are the heads of one of five different criminal families looking to get in a position to snatch control of Don Vito's enterprise, should anything happen to him. Over the course of four acts, they send out their hired thugs and family members to shakedown businesses to acquire money, illegal goods, and other benefits. These can then be used to complete different jobs for Don Corleone, earning them more money and special abilities. With so much competition, there's bound to be turf wars, and controlling a neighborhood can lead to powerful bonuses. Players stash money in the included metal suitcases to hide their wealth, or reveal it to bribe influential Allies to join their criminal organizations and assist them with their illegal activities. Ultimately, players are trying to gain the most money, but money in hand might have to be paid as tribute to the Don. Players must find ways to launder their money if they want to keep it safe until the end of the game.

The four acts in *The Godfather: Corleone's Empire* are broken up into phases. The meat of the action takes place during the 'Family Business' phase, when the shakedown of businesses occurs. The board, representing New York in the 1950s, is broken up into seven different turfs, each featuring various businesses. Low level Thugs



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can be sent to shakedown the front of a business, acquiring new jobs, money, and illegal goods. However, if they're encroaching on another player's turf, that player also gets the benefit. Family Members are trusted parts of the organization, and thus much more powerful. They are placed in locations that border two or three Turfs, and shakedown the front of all of the businesses in the adjacent Turfs. During this phase, players can also complete jobs for the Don, discarding the required illegal goods cards, and gaining the associated benefits, or play an Ally card, executing that character's ability.

During the 'Turf War' phase, players determine who has control of the different areas of the city. Controlling a Turf means added benefits when a player shakes down a business in your hood. It can also lead to points at the end of the game. The 'Bribery' phase allows players to bid on new Allies by placing money in the top of their suitcase and dropping them for a reveal at the same time. Players must discard down to a hand size limit for the Tribute to the Don phase. Finally, during the *Entr'acte*, players remove figures from the board and prepare for the next act of the game.

Lang has created a game that places players in the middle of a new tale in *The Godfather* saga. Each game of *The Godfather: Corleone's Empire* forces players to exercise their criminal will on their opponents, grab control of Turf, and when necessary, send some people to sleep with the fishes.

The Godfather: Corleone's Empire will be released for retail on July 28, or you can get it early at official CMON Play stores on July 14!

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Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of *The Daily Worker Placement* blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



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HOME GROWN GAMES

Mayfair Games has been in business for over 30 years, with hundreds of popular and lauded games published spanning that time. A few of those from the early years, like *Empire Builder*, *Alibi*, and *Family Business*, are still in print decades later! So, we're a company that understands how to manufacture a game, and what the advantages and disadvantages are to the variety of production options open to us.

Many companies choose to print their game overseas, and there are economic reasons to do so. But, there's also underlying challenges when your products are crafted thousands of miles and an ocean away from you, thus, if a component is accessible in the United States for a fair price, we would rather have that element produced within reach.

So, when we make a commitment to print as much material in the U.S. as we can, we know how to make that happen. As of this writing, over 90% of the material we use for our manufacturing comes from the U.S. The boxes for many of our games come from Master Paper Box on the south side of Chicago (delivered across town to our warehouse in Skokie for our assembly line). Games like *Costa Rica* and *Patchwork*, as well as many of our card decks, are handled by Delano Services in Michigan, and tile sheets for numerous games are produced by Ludo Fact USA in Indiana. Our rulebooks, catalogs, and printed material are also printed in the Chicago area by A to Z Offset Printing and Publishing, which makes our turnaround time days rather than weeks. We have Cartamundi in Texas on hand, as well as others within the U.S., to produce card components for us.

Our in-house production facility employs up to 12 people, who, at full production, can assemble over 25 games a minute in our production line. This allows us to maintain quality control over the material during the assembly process. A large percentage of the remaining material that we use is locally purchased as well, taking into account that our overseas partners at Lookout Games in Germany mirror our 'buy local' philosophy, which produces games like *Agricola*, *Caverna*, and *Isle of Skye* in Altenberg, Germany through Altenberger. Our partnership with AMIGO, based in Frankfurt, Germany, means that local for them is about three hours south at Ludo Fact GmbH, between Stuttgart and Augsburg. Our *Saboteur*, *6 Nimmt!*, and other AMIGO-partnered games are produced there and make the trip from Germany to the United States.



Wooden pieces are a major component of our games, and one of our biggest U.S. suppliers is Creative Game Bits in Ohio. Not only are their pieces pivotal in many of our games, they've also created some of the oversized game pieces that we've used over the years for our giant and mammoth game events during conventions. Seidenstücker, located in Steinebach, Germany, is another member of our production group. They are one of the largest manufacturers of wooden components for the game industry, and we work closely with them to coordinate and produce the tokens for our games. They are a very important part of the Mayfair Games family (and if you've ever lifted a case of *Agricola* wood, a very hefty part of our family, as well!). One fun fact about the Seidenstücker facility is its 'zero-waste' program. The castoff wood from the production of the components is recycled into pellets, that are in turn used to generate heat for their facility. German efficiency for the win!

Our philosophy of buying local comes from our desire to support the communities that we live and game in. Games are a luxury commodity, and when you buy a Mayfair Games product, we want people to not only know that they're buying a quality game, but they're also part of a grand network of people working to improve the communities they live, work, and play in, both here and abroad... and, we at Mayfair Games thank you for helping us support our neighbors and partners!





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A high-speed, high-energy, trackless racing game with light push your luck, area denial, and strategy elements. Ride the LAZER!



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TOP 5 EXPERIENCES FOR GEN CON 50

"The Best Four Days in Gaming" will return for its historic 50th convention, and this year's Gen Con continues to be jam-packed with countless opportunities for industry professionals, family, friends, and gaming enthusiasts alike. With 500+ exhibitors, more than 60,000 attendees from all 50 states, every Canadian province, and 64 countries; Gen Con has truly become a worldwide phenomenon. If you're considering attending for the first time or a returning Gen Con veteran, these top five highlights are what retailers and hobby trade professionals can look forward to at Gen Con 50.



1) TRADE DAY - The Wednesday before the show opens (August 16) to the general public, distributors and hobby retailers get exclusive access to the retailer program track where you'll attend industry-only seminars and network with other professionals from around the country. You'll leave Trade Day with support items such as free games and demo plans to take back to your stores. After that, enjoy all the show has to offer with the included four-day convention badge. Trade Day sells out quickly, so register today at gencon.com.



2) GEORGIA STREET AND SUN KING BREWERY'S BEER GARDEN - Just outside the doors of the Indiana Convention Center, Georgia Street has become the social hub for gamers from all around the world. The Georgia Street festivities feature more than 40 food trucks, live music all weekend, and special events from Wednesday night to Sunday afternoon. Gen Con once again has partnered with Official Beer sponsor, Sun King, who will brew a specialty Belgian-Style Golden Ale in honor of Gen Con 50's Golden Anniversary.

3) CHARITY EVENTS

- Gen Con chooses an Official Charity Partner every year to give back to the Indianapolis community, and then plans a slew of amazing events to help support them. During its time in Indy, Gen Con has raised more than \$230,000 for local charity partners, and this year's partner is *Child Advocates*, who represent the best interests of abused and neglected children. They're more than deserving of support, so you're invited to come out and do what you love best... play games and have fun! There are a number of events, but some highlights include a massive game auction, "Cardhalla" where the crowd gets to build (and then demolish!) a city made of playing cards by tossing a hailstorm of coins, and an epic balloon sculpture pop.



4) FAMILY FUN - Gen Con has made families a top priority and remains proud of continuing the convention's Family Fun programming. For more than 10-years, Gen Con has featured an area dedicated to family gaming called the 'Family Fun Pavilion'. Here you will find North Star Games, Compound Fun/Caliope Games, Renegade Games, Blue Orange Games, and more all exhibiting their best titles for gamers of all ages. In another popular hot-spot called 'Training Grounds', kids become immersed in the gaming world and all its possibilities. Training Grounds is designed for kids and those young at heart to come, play, and explore! Rounding out Gen Con's family programming is 'Family Fun Day', where families get amazing discounts on entry to the convention and attend events dedicated to family fun all day long!

True DUNGEON

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5) LUCAS OIL STADIUM - Gen Con 2016 ventured for the first time into the home of the Indianapolis Colts. Now, the show has grown so much that Gen Con 50 features enough programming to utilize the entirety of Lucas Oil Stadium. The popular 'True Dungeon' returns to the stadium after being one of the premier events at Lucas Oil last year. True Dungeon offers an immersive, two-hour gaming experience that starts in an amazing pre-game environment and then thrusts you into an adventure complete with sets, props, NPCs, and animatronic monsters. With this year's story being penned by fantasy legend Patrick Rothfuss, True Dungeon is going to be a must-experience event! In addition, Gen Con has assembled a new exhibition dedicated to the history of Gen Con's 50 years, highlighting how it's grown to truly become the 'best four days in gaming'. Anime and Animation exhibits, the Gen Con Board Game Library, Contessa, NASCRAG, Game Base 7, KID events, and much more round out the programming featured in Lucas Oil Stadium.



This is all just the tip of the iceberg! Gen Con 50 contains so much more to see and experience - A special concert from They Might Be Giants, the incredibly popular Art Show, Gen Con 50 Film Festival, costume and cosplay competitions, and thousands of other events over the four-day venue. Industry professionals are highly recommended to carve out time in your busy year to attend not only a celebration of all gaming offers our many communities, but also to gain a true insider's finger on the pulse of the hobby gaming trade. See you in Indianapolis August 17-20th, 2017!

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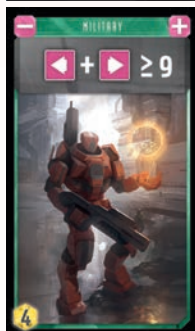


SENTIENT

SENTIENT

RGS 00573 \$55.00 | Available June 2017!

In the not-so-distant future, our world could look very different. Advances in artificial intelligence are occurring every day, bringing us closer to a world filled with machines taking over regular daily tasks. It's only been a few short years since technological advances like smart phones revolutionized the way we interact with our world. Where will we be in another decade?



Sentient draws us into this world and challenges us with the task of optimizing robots that help make the world a better place — at least, according to the corporations we run. Building these bots is the easy part. Programming them has proven to be more complicated. A handful of companies have emerged claiming to pull it off, but only one will win out.

Choose your corporation's focus and prepare to procure new bots to add to your company's line up. Each type of bot will have a specialty that will reward you for optimizing them in different ways. Acquiring new bots will require you to slightly modify your factories in order to plug them into your network. These modifications can disrupt other bots within your network, so you'll need to be careful to only place compatible technology into your system.

While carefully considering which androids to program, you'll also need to consider the investors. Attracting venture capitalists can increase your chances of success if they match the bots that you have acquired. Ultimately, they may help bring enough attention to your company to help you push other competing companies out of the market.

There are five different types of bots that may be available each turn. Each has a very special function in this futuristic setting:

The *Information Bot* model offers the ultimate in hands-free technology. As it glides alongside the user, important information is displayed with constant updates about work, entertainment, breaking news stories, and more. With patented hover technology, they'll easily avoid obstacles and can even alert users of danger. It'll soon be unthinkable to leave the house without one.

While the Information Bots keep citizens safe in the city, *Military Units* defend the greater urban area. Using a unique energy force modulator, each unit is equipped to handle minor uprisings without endangering law enforcement officials. For larger scale attacks, new classified modules are available.

In the current world of high-speed professional environments, time is one of our most valued resources. Realistic *Service Androids* seamlessly integrate into society, alleviating the need for many dreary, time-wasting tasks. There will no longer be a need to fold your own

laundry, clean your house, or shop for groceries. Your Service Android can cover all your simple daily tasks, while simultaneously keeping track of long-term maintenance needs and automatically scheduling repairs. This will leave you with more free time to work and play!

Traveling to nearby attractions has become much easier and enjoyable with the unveiling of the new *Transport Automaton*. Comfort and class are coupled with a state-of-the-art, deep neural network that's constantly improving and adjusting for your ultimate safety and comfort. Interior sensors detect your temperature, mood, and health, automatically regulating the environment as needed, while external instruments help navigate through even the busiest skies.

Manufacturing has seen a surge in artificial intelligence over recent years as tighter safety protocols make it untenable to allow workers near production zones. The latest *Industrial Robot* announced today will make it completely unnecessary to place valued employees in harm's way while also increasing efficiency, improving quality assurance, and allowing new manufacturing processes that require increased precision.

Sentient is a dice-manipulation game by J. Alex Kevern (*World's Fair 1893*, *Gold West*). As with his other games, *Sentient* is filled with smart, simple, and rewarding choices. Each turn involves choosing an available bot, adding it to your factory, and deciding how to divide your resources between optimizing your bot and wooing investors. Players who enjoy a satisfying puzzle will appreciate the difficulty in adding the chosen bot to their factory. Each slot has a die on either side that will be modified based on the chosen bot card. But, adding another adjacent bot the next turn will modify the dice once again. The dice at the end of the round will determine how efficiently your bots were programed and will grant you varying points based on the dice numbers. You may have everything perfectly sorted out — that is, until the last bot you choose changes the adjacent dice. Your plan can crumble and points can easily be lost with an errant decision or wrong choice!

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Sara Erickson is the Director of Sales and Marketing for Renegade Game Studios. She loves exploring the amazing Montana wilderness, training her dog, and games that bring people together. Find her on twitter @PlayRenegade or on Facebook @PlayRGS.



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カスタルヒーローズ CUSTOM HEROES

CUSTOM HEROES

AEG 7009 PI | Available August 2017!

For many players, the core of *Custom Heroes* will be very familiar. This is a ladder-climbing, trick-taking game — a common style of game that's well-liked in the gaming community. Most of us have, at one point or another, played a version of this sort of game, probably with just a standard deck of cards. One of the more common variants is *President* (also known as *Scum* or *Daifugo*), which, of course, has all kinds of different house rules and variants depending on who you learn it from. There are also many published games that play with non-standard decks, such as *Tichu* and *The Great Dalmati*.

President is what my friends and I played growing up. Before I was deep into the gaming hobby or had discovered that many trick-taking games existed, I thought it would be nifty to "make a game like *President*, but with a cool and different twist." The result was quite fun and, as I learned as I got deeper into the hobby, not nearly different enough. I tried (unsuccessfully) to pitch the prototype to publishers and ultimately shelved it when I realized how crowded and competitive a design space it was in.

In 2013, I started working on a game that used what AEG is now calling the 'Card Crafting System': a mechanic where cards are in sleeves, and sleeved with one or more semi-transparent cards — essentially turning multiple layered parts into a single card. The key here is that a card can be "crafted" with new powers and modifiers, while still functioning like a single card; i.e., it can be shuffled, dealt, drawn, played, and discarded while still retaining the modifications.

That game was *Edge of Darkness*, a medium-weight, euro-ish game that AEG ultimately licensed back in 2015 and is now in the late stages of developing and producing. I followed up that design with *Mystic Vale*, a fairly light, deck-building game released by AEG in 2016, and continued exploring the enormous amount of design space that the card-crafting system opened up.

It occurred to me that a relatively simple, yet potentially quite interesting project would be a merger of card-crafting and climbing tricks. Take a classic game like *President*, with a symmetric deck of numbered cards, and add the ability to modify cards as they're played — the key being that all modifications on the cards are retained between hands, so that the deck of cards dealt out in later hands will be increasingly different than the deck dealt out in the first hand.

I wanted to keep the game approachable, so the variety of modifications players could apply to cards remained pretty simple — things

like increasing or decreasing the value of a card, or turning the card into a wild or a trump. I experimented with more complex effects, like permanent abilities players would keep from round to round, but the AEG guys felt that this slowed the pace of the game and took the spotlight off of the card crafting.

The scoring system I went back and forth on for a while. It was important to me to have a scoring system that kept all players in the running. I tried several different variations, but ultimately ended up with a "win threshold" concept. More points are awarded the better you perform in each hand (e.g. the first person to play all their cards gets 5 VP, the next player gets 3 VP, and so on), but to win the game a player must get to 10 or more points and then get 1st place in a subsequent hand. What this means is that even if you are trailing 12 to 0, if you get 1st place in a hand you deny other players the ability to win the game and force another hand. Eventually, either someone has won or all players have 10 or more points, creating a final winner-take-all hand.

Thematically, I originally had a space theme on the prototype — each card was a planet, and the card modifications were things like asteroids or explosions on the planets. I called the game *Entropy*, which seemed to fit: the deck starts symmetrical (an equal number of each card 1 through 10) and gradually becomes disordered with all of the plus and minuses, and other effects. Likewise, the planets and space start orderly and gradually devolve into hurtling asteroids and disintegrating worlds. I wasn't particularly attached to the theme, however, so when AEG suggested the idea of dual releasing the game in the US and Japan and making the theme Anime heroes getting equipped with cool or silly items, I was on board. I love the way the artists made the items sleeved onto the character cards look like they're actually holding or wielding them — Todd Rowland of AEG did a great job pulling that graphic design together.

Other contributors on the AEG team that certainly deserve acknowledgement include Bryan Reese, who helped develop the game, Seiji Kanai, who contributed the hero theme idea, and John Zinser, who not only published the game but also helped playtest quite a bit and was crucial in developing the end game mechanic. And, of course, a big thanks to all the great friends in Los Angeles who playtested *Custom Heroes* and many of my other designs — you guys know who you are.

Thanks for your interest in *Custom Heroes*! I hope you have a chance to play the game, and find it fun and engaging!

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878 – VIKINGS

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878 VIKINGS - INVASIONS OF ENGLAND

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When the folks at Academy Games asked me to write an article about the differences between their 'Birth of America' games *1812 Invasion of Canada* and *1775 Rebellion* and their new *878 Vikings*, my first response was, "Well duh--Vikings!" I mean Vikings are way cooler than American Regulars, and Berserkers are off the chart compared to Canadian Loyalists. Plus, we have minis instead of cubes, so which game is going to be easier to talk your gaming group or your eleven-year-old niece or nephew into playing?

But, no, that wasn't good enough. This article is for *Game Trade Magazine*, they said. It needs to focus on the gamey details, not just the theme, they said. Plus, it has to be 1,200 words. So, much chastened, I slumped back to my computer to knock out another 1,100 words, even though I know and you know it's the Vikings that made you want to read this article in the first place. Fortunately, there's plenty more that makes *878 Vikings* a significantly different gaming experience from its elder siblings.

When you pop the lid on *878 Vikings*, you'll find that all the basics of the series are still here: an area-movement map, color-based factions with specialized combat dice, randomly ordered player turns organized into rounds, faction cards divided into movement and event cards, special treaty cards used to end the game, and the famous "fled units" rule that removes units from a battle only to allow them to return to the game during their next player turn.



Factions are one of the great elements of *1812* and *1775* because they keep players from wandering off for a bathroom break during another player's turn, since every player must roll the dice for his faction, whether on offense or defense. Ingenious! But, while the faction-specific dice and cards give the older games some differentiation between the various factions, playing the British or the Americans works much the same in both games. Not so in *878 Vikings*. Here, the Vikings play completely differently than the English, and what works with one side will bring disaster for the other.

The Viking armies of the Ninth Century marauded across England almost at will, collecting plunder and extorting protection money from the locals. Since one of the first things the Vikings did upon landing was to buy or steal every horse in sight, their forces were fast-moving and hard-hitting, especially compared to the plodding, food-driven English. This characteristic of the Vikings is represented in the game by 'leaders'. Not only do they have fearsome names like Ivar the Boneless, but leaders permit their armies to move and fight multiple times in their turn. Since they move separately from each other and from leaderless troops, armies with leaders are free to pick up and drop off units along their movement path. The downside? A leader who loses his army is permanently removed from the game (killed, captured, or off vacationing in Sicily). The English gain one leader, Alfred the Great, because he was, well, *great*.

878 Vikings utilizes map-based reinforcement rules, similar to those found in *1812 – The Invasion of Canada*, which makes reinforcement areas a vital concern for each faction. For example, English control of London and York provide important reinforcements near the front lines each turn. Naturally, these areas become the target of great struggles between the English and the Vikings who want to deprive their enemies of new blood.

In addition, every time the English defend an area with a city, they'll call out the local peasant militia by drawing a 'Fyrd' card, which provides their army with up to five temporary units. Fyrd units are terrible fighters, but they soak up casualties and every once in a while score a hit. Fyrd units who flee a battle are eliminated instead, having gone home and hidden in the barn for the duration of the war, and any Fyrd units left at the end of a battle go back to farming rather than hanging around on the map.

The Vikings use a completely new system for reinforcements. Each turn, the first activated Viking player draws an Invasion card that (usually) provides him or her with a new leader and army (sometimes a very, very *large* army). This new army may enter along the English seacoast and immediately start wreaking some major havoc.



The event cards in 1812 and 1775 add period flavor, special capabilities, and some measure of uniqueness between the various factions. We carry on that tradition with rebellions, archers, surprise attacks, Northumbrian Discord, the Mercian traitor Ceowulf, and many more. Then, 878 Vikings elevates the game by making some of the event cards playable on another player's turn. Ambushed by a pack of patriotic West Saxons? Slap down a "Viking Forts" card and watch their smug smiles fade as you ignore the first hit in any attack. Tired of the Vikings threatening your weak coastal flanks? Play "Saxon Navy" to seal off a stretch of coastline from assault. Along with the variable Fyrd and the Invasion cards, the play of event cards as reaction cards makes 878 Vikings freewheeling and unpredictable, with players involved in the action during every faction's turn.



Unlike the regular straight lines and rectangular areas on the maps in 1812 and 1775, the 878 Vikings map features an assortment of, sometimes, downright odd-looking shapes. That is not a mistake. While I love the look of the maps in 1775 and 1812, I've always felt less sense of the terrain features beyond coastlines. The result being that armies tend to whiz across the backwoods of Maine, just as readily as the well-trodden road networks of New England. When I created the map for 878 Vikings, I addressed this issue by adjusting the shape and size of map areas to channel movement along routes taken by real-life forces. The effect is that players naturally follow such famous roads as Watling Street and Foss Way, without needing to think about road movement rates or terrain penalties.

So how does it play? The Vikings rage across England, winning battle after battle with their huge, leader-led armies and superior troops. But, every battle means casualties, and if the Vikings want to hold the land they conquer, they need to garrison it with troops. This means those massive armies gradually shrink to the point where they may be safely attacked by the English, and attack the English *must*. While they're on the defensive for the most part, the English must play an active defense, seeking out and killing off Viking armies in order to eliminate their leaders. They also need to wriggle behind Viking lines of control to liberate captured cities. As in the real struggle between the Vikings and the English, Alfred may find himself reduced to a last bastion in the fens of southwestern Wessex, but still be able to strike back against an over-stretched Viking foe and claw back to recapture enough cities to eke out a win.

Although it shares the basic design of the previous two games, 878 Vikings contains enough innovations to make it a new experience... plus, there are Vikings!

Dave Kimmel has been playing good board games since his mother accidentally bought the family Avalon Hill's 1776 for Christmas 1975. He is currently seeking a publisher for Candyland: Plumpy Strikes Back. At his day job, he traffics in new and used linguistic phenomena.





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ALIEN VERSUS PREDATOR: THE HUNT BEGINS 2ND EDITION

NJD 410324 \$59.95 | Available May 2017!

When darkness falls in deep space they say that no one can hear you scream. When you're on board the derelict vessel, the *USCSS Theseus*, infested with terrifying alien Xenomorphs and monstrous Predators, screams are *all* you hear! This is the world of the new miniatures-driven game from Prodos and Ninja Division Publishing, *AvP 2.0: The Hunt Begins*.

New models, new rules, and new components all packed in a new, smaller box that make it even easier to pick up your game and share it with friends make this *Second Edition* a must-have for fans and newcomers to the world of *AvP*. Many of the new components will still work with the original *AvP* game as well, so this edition can expand the existing adventures or be played as an exciting, new foray into the stygian realm of fear and danger that is *AvP*.

Models are always an exciting part of new games, and *AvP 2.0: The Hunt Begins* is no different. The new miniatures are single cast and each faction is modeled from different colored plastic so the game is ready to play straight out of the box. They're completely new models, sculpted to bring out the beauty (and terror!) of *AvP*. The game comes with U.S. Colonial Marines armed with state-of-the-art weaponry — necessary equipment when searching the *USCSS Theseus* for alien threats. Of course, the Xenomorphs stalk the corridors with new poses and beautifully sculpted details. Plus, an elite cadre of Predators, powerful hunters always seeking the greatest of challenges and prey, are also included in the new box.

Even the box for *AvP 2.0: The Hunt Begins* has been reformatted with the player in mind. Designed to be more compact, yet still stow all the components securely, this new edition makes it even easier to take your game on the road to play with friends. It comes with pre-cut foam designed to hold all 23 miniatures, 75 game board tiles, 110 cards, 143 tokens, and dice in place whenever you travel or reluctantly put the game away until the next adventure.



derelict craft drifting in the silence of space. As with the box itself, this new rulebook is smaller, yet packed with new diagrams and examples that make the game even easier to learn and more exciting to play.

The characters within the game have received updates, as well. The Xenomorphs are even more terrifying (if that's even remotely possible) with an upgraded tail strike attack and the ability to perform more attacks when close to their victims. Even their acid blood has become more lethal! The Predators are still powerful, fast, and mean. Weapon rules have been adjusted so that all factions are more evenly matched, but even if a Marine gets a save against the Smart Disc weapon of the Predator, it's still a very deadly and scary weapon of these lethal hunters.

Possibly the most amazing upgrade with *AvP 2.0: The Hunt Begins* is that the game has notably more reasonable price point than the original... this, despite the fact that it boasts all-new models, an excellent box design, and streamlined game play that will make it even more popular and accessible than its predecessor. This game is ready-to-go right out of the box with no assembly required, so it will appeal to the gamer who simply wants to play. The miniatures, however, are so finely detailed that the game will also appeal to hobbyists who love personalizing their games with painted models.

AvP 2.0: The Hunt Begins brings the exciting and terrifying adventures aboard the *USCSS Theseus* to life with new art boards, new miniatures, new rules, and new ways to play, while still preserving the horrors of exploring through a derelict spaceship *hoping* to stay alive. Whether you're a novice player or experienced gamer, this new edition creates a fast-paced, claustrophobic, "express elevator to hell" miniature game that'll be a welcome addition to any tabletop!

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The designers have updated the rules of play for *AvP 2.0*, making it faster and more streamlined to play. There are options for easy play for beginners, and more advanced rules for those experienced players who wish to take their adventures to the next level. Plus, advanced rules now provide point values for the xenomorphs, predators, and marines so that players can campaign with others and have point-balanced play. There are new custom victory conditions, a 'Last Stand' system, where players can choose to play cooperatively against the terrors of the darkness, or just battle it out as the factions struggle to survive aboard the



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SPOILS OF WAR

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THE RAID IS OVER

Piled high on a massive oak table are the best treasures pillaged during the raid; gleaming gems, shiny swords, fine armor, and magical artifacts! Once strong allies, the Vikings are taken by greed, and soon a heated debate ensues –who will get what spoils?

It is fortunate that the Viking Chiefs of old, Bryan Pope and Jason Medina, devised a game of chance and skill to decide who is worthy to claim the best treasures. *Spoils of War* is a fast-paced game of bidding and wagering for 3-5 players that expands upon itself so two sets can play up to 10 players! Over the course of 9 rounds, players

roll their dice, and then cleverly bluff and bet to outwit their fellow Vikings. The winners of each round get to claim fantastic treasures to add to their collection!

STEP 1: TREASURE SETUP

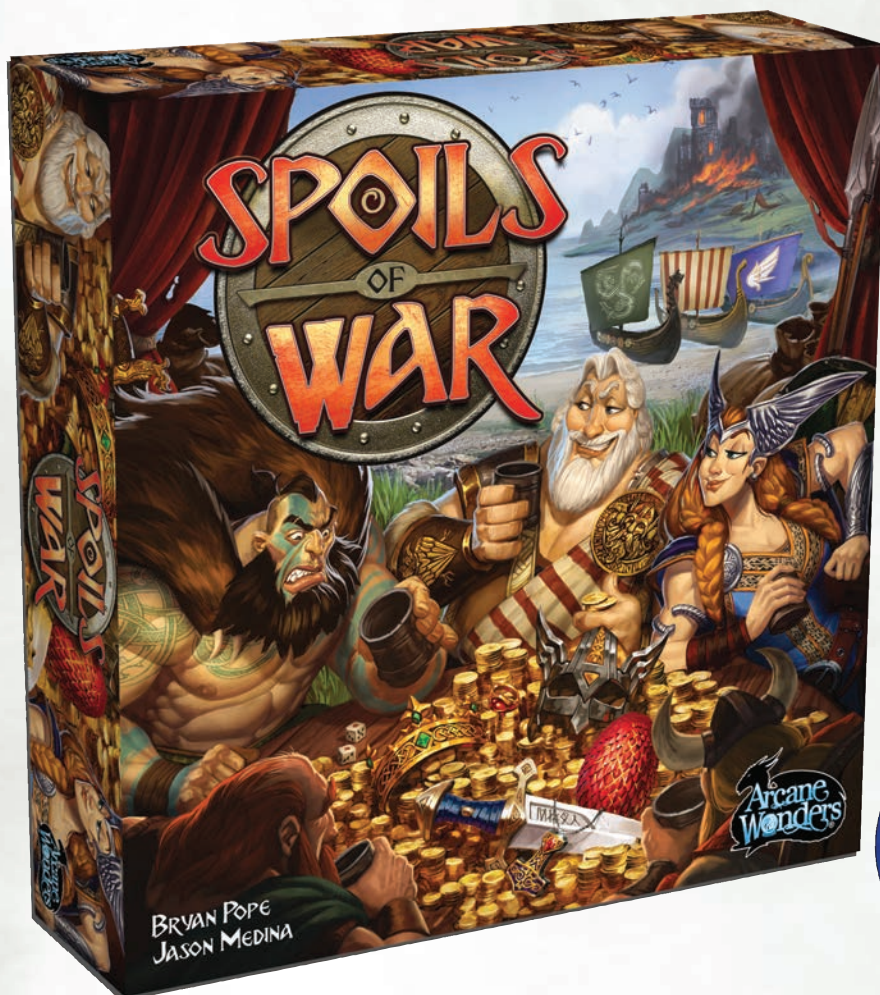
The first action in a round of *Spoils of War* is for the current Viking Chief to spread out the treasures that are available to claim this round. All normal treasures are turned face-up so the Vikings can admire how they shimmer in the firelight, but Artifacts are placed face-down, so their magical properties are hidden until revealed by a Viking later in the game.

STEPS 2 & 3: ROLL DICE & BIDDING

After the Vikings have a chance to admire the prizes before them, it is time to roll dice! All Vikings shake the dice in their cup, and then slam their cups down upon the table! Each Viking must be careful not to let opponents see their dice. Only mild heckling is typically encouraged (at this point in the game) if a Viking is unable to contain the dice beneath their cup.

After rolling, the Vikings test their wits by bluffing and attempting to determine how many dice of each value are in play –including the dice hidden by the other Vikings! *Spoils of War* uses a “common hand” dice mechanic, similar to games like Liar’s Dice, Dudo, and Bluff. Each player has a set of dice, all players roll simultaneously, and then bid in turn order. The bid a Viking makes accounts for the dice that can be seen beneath their own cup, as well as the dice they cannot see that are under their opponents’ cups.

The Viking Chief chooses which Viking must make the first bid. The chosen Viking makes the bid by announcing a quantity of dice and a value of dice that they believe are in play. For example, a bid of “FIVE 4’s” could be announced. The Viking to the left of the first bidder now must either make a higher





STEPS 6 & 7: REVEAL DICE & DIVIDE THE SPOILS!

Now it's the moment of truth: which Viking is correct? The Declarer... or the Challenger? Starting with the Declarer, and going clockwise around the table, each Viking lifts their dice cup to show their dice for all to see. All dice are then compared to the Declarer's bid:

- If there are at least as many dice of the value bid, then the **Declarer** and everyone who bet on their side, wins!
- If there are fewer dice of the value bid, then the **Challenger** and everyone who bet on their side wins!

After the victorious side has been determined, the Viking on the winning side who bet the most gold becomes the new Viking Chief for the next round. Then each Viking on the winning side gets to take treasures! The (new) Viking Chief picks first, and gets to take three treasures. After the Viking Chief has chosen, the next highest betting Viking takes two treasures, and so on until all the victorious Vikings have selected two treasure cards.

Spoils of War is an exciting dice game of bidding, bluffing, and betting that is sure to keep all players engaged from the beginning of the first round until all the treasures have been won! At the end of 9 rounds, once all the Treasures have been claimed, each Viking adds up:

1. gold bonuses for treasure card sets they have collected
2. any remaining gold
3. the value of every treasure card gained

...And the Viking with the highest total value wins!

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bid, or challenge. Examples of acceptable follow-up bids would be "FIVE 5's" or "SIX 2's". Vikings continue making higher bids until there is a challenge. When a challenge is made, the Viking being challenged becomes the Declarer, and the Viking who made the challenge becomes the Challenger.

STEPS 4 & 5: PLACE & REVEAL BETS

Once a challenge has been made it is time to put your money where your mouth is! Every Viking must secretly, and simultaneously, place a bet of at least 5 gold. While each Viking is placing their gold bet, they also secretly place their betting disk in front of them with the side they think is correct facing upwards—blue for the Declarer, or red for the Challenger. Of course, the Declarer and the Challenger are already locked in: they must bet on their own side!

The Vikings then simultaneously reveal their bets, showing which side they are on by lifting their hands off their betting disks. This can be a terrible surprise for some Vikings, when they find out most of the other Vikings are betting against them!



MUNCHKIN®

2017 FALL LINE UP

The fall brings many delights: cooler temperatures, new episodes of your favorite TV shows, college football every Saturday, and, of course, the thrill of going back to school. (I mean a thrill for *parents*. Kids are, generally, not so keen on that last one.)

This year, we're celebrating the best season of the year with a cornucopia of *Munchkin* fun. The good folks at *GTM* gave me this chance to talk about them and why I'm excited.



SEPTEMBER: MUNCHKIN SHAKESPEARE DELUXE

Earlier this year, we announced *Munchkin Shakespeare Deluxe* as a September release. We'll also have an assortment of accessories to support it coming out starting in September and continuing through the fall, including a 17-card *Staged Demo* for new players, dice, pawns, and a *Kill-O-Meter* combat counter.

I have to give special props to the folks on JoCo Cruise 2015 who supplied so many fantastic card ideas; the "help Steve and Andrew write a *Munchkin* expansion" seminar turned into so much more than we had envisioned. Our little literary project ultimately turned into a full sub-line!

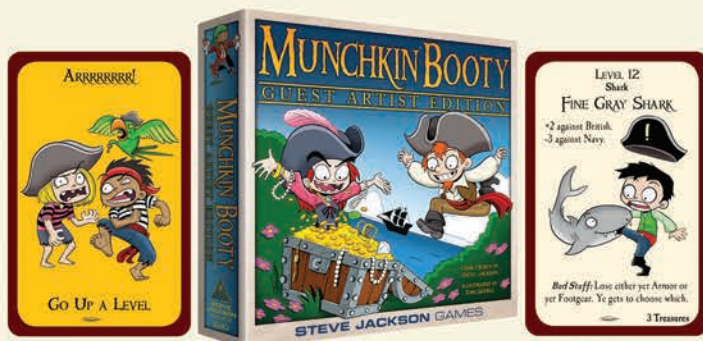
Working on all these projects with Steve Jackson and John Kovalic (and a couple of guest appearances by Lar deSouza) was an exercise in having as much fun as we could while staying true to the Bard's work... *mostly*. We like to think that Will would have enjoyed the respectful liberties we took with his plays and poems. John, particularly, had a great time drawing our familiar Spyke and Flower characters in Elizabethan garb. And, of course, we found an excuse for him to put some ducks in the game!

Special Easter Egg hunt: See if you can find all the places in the rules and on the cards where we wrote in iambic pentameter! There are several...

ALSO SEPTEMBER: MUNCHKIN BOOTY GUEST ARTIST EDITION

Starting in 2016, we celebrated the 15th birthday of *Munchkin* with a series of *Guest Artist Editions*, *Munchkin* games re-illustrated by some of our favorite talents. As usual with *Munchkin*, anything worth doing is worth REALLY overdoing, and so we extended the 15th anniversary all the way into the fall of the 16th year. The *Munchkin Booty Guest Artist Edition* is the culmination of this project, and it's coming out just in time for "Talk Like A Pirate Day" on September 19.

Tom Siddell, known for his long-running webcomic *Gunnerkrigg Court*, lent his pen to our game of backstabbing and piracy. I got to see Tom's art for *Booty* as it arrived, which led to lots of laughter at my desk.



And then I saw it again once the set was completed, and I laughed a second time at having all of it in context. This job has its perks!

If you haven't seen previews of *Munchkin Booty Guest Artist Edition*, or you want more information about the rest of the games, check out guestartists.sjgames.com for the whole list.



OCTOBER: MUNCHKIN WONDERLAND

In October, we have another literary *Munchkin* game. This one is a follow-up to our "younger and friendlier" *Munchkin Treasure Hunt* board game, based on the classic *Alice* stories by Lewis Carroll (with guest appearances from the Snark and Boojum and a few other friends).

Designed for players 6 and up, *Munchkin Wonderland* was an absolute joy to work on. Carroll has long been one of my favorite writers, so the chance to explore and play in his worlds was one I couldn't pass up. And it's great to work on a game for younger players that encourages them to read, work together, and have a good laugh in the process. It's fun for adults, too, which is kind of rare in children's games!

John Kovalic's artwork for *Munchkin Wonderland* is some of my favorite art from recent games! It has exactly the right sort of whimsy that Carroll's books demand, recognizably *Munchkin* while also being true to the *Alice* stories. *Munchkin Wonderland* has been in limited release for several months, and we're very pleased to present it to a wider audience this fall.

...

Andrew Hackard is the *Munchkin* Line Editor at Steve Jackson Games. He can be reached at andrew@sjgames.com and is @RedPenOfDoom on Twitter. He lives in Austin.

Sherlock Holmes

CONSULTING DETECTIVE

The Thames Murders & other cases

SHEH03 | \$49.99

Return to the streets of Victorian London
with a new collection of ten cases for *Sherlock Holmes Consulting Detective*!

Within *The Thames Murders and Other Cases*,
you'll find a variety of intriguing crimes,
ranging from *The Pilfered Paintings*
to *The Mummy's Curse*.

Originally released in a
single collection by Ystari,
these ten cases have now been
fully revised and updated.



SpaceCowboysUS
© 2017 & TM Asmodee.



Tense, condensed single-deck
game play.

MSRP: \$19.99



A GAME OF SURVIVAL AT ALL COSTS

Game Design by **Jon Gilmour and Daryl Andrews**
Cover Art by **Matthew Sweeney** | Interior Art by **Ron Joseph**

Outpost: Siberia is a fully cooperative, survival game designed by **Jon Gilmour**, co-designer of *Dead of Winter*, and **Daryl Andrews** that plays with a single deck of cards. Using an inventive dual-facing system, a single card in *Outpost* can be anything from life-saving supplies to cataclysmic catastrophes. By enduring relentless weather and defeating untamable beasts, players are rewarded with the much-needed tools and food to continually resupply their resources.

Outpost: Siberia keeps the tension high, as players will need to collect their wits and ration their supplies in order to make it through the perpetual perils that lie ahead!



ON SALE AUGUST 2017

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ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

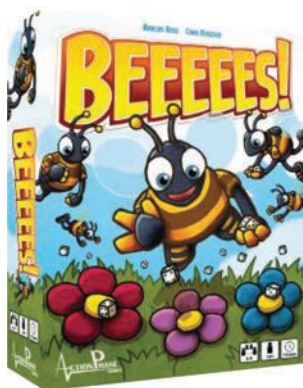
GAME TRADE MAGAZINE #210

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 210 \$3.99

GAMES

ACTION PHASE GAMES



BEEEEEES!

The buzz around the meadow is the High Queen seeks an heir! A grand test of skill and dexterity will be held to determine which fledgling queen will inherit the throne! So, assemble your hive and make a beeline for the meadow in BEEEEEES!, a buzzing, realtime, dice-rolling game! Scheduled to ship in August 2017.

PSI APGBEE1 \$24.99

ARCANE WONDERS

MAGE WARS ACADEMY: WARLORD EXPANSION

Compatible with both Mage Wars Academy and Arena, the Warlord Expansion comes with 72 Spell Cards, Game Markers, and complete rules. Scheduled to ship in August 2017.

PSI AWGWMWAX04WD \$19.99



SPOTLIGHT ON



HUNT FOR THE RING

In *Hunt for the Ring*, a battle of wits that takes you upon a new journey across Middle-earth, one player must bring Frodo Baggins - the Ringbearer - and his hobbit friends from their home in the Shire to the sanctuary of Rivendell, where the fate of the One Ring will be decided. Using secrecy and the help of powerful allies, the Ringbearer must escape the pursuit of the Nazgul, the terrible Ringwraiths, controlled by up to four other players. Scheduled to ship in September 2017.

AGS WOTR012 \$49.90

SAILS OF GLORY

Scheduled to ship in August 2017.



BERTIN 1761/BERRYER 1759

AGS SGN116B \$21.90



BONHOMME RICHARD 1779/ BONHOMME RICHARD

AGS SGN116C \$21.90



BUCENTAURE 1803/ROBUSTE 1806

AGS SGN115A \$21.90

25TH CENTURY GAMES



ROBOTS LOVE ICE CREAM: THE CARD GAME

Based on the hit mobile video game *Robots Love Ice Cream* by Dragon Army! Boris Boddington the Third wants the ice cream - all of the ice cream! His army of robots, led by Spinston, have been deployed across the galaxy to steal ice cream from five different planets. Your mission: Stop Spinston and foil Boddington's plan! Load up your supercharged ice cream truck, head out into space, collect matching sets of weaponized ice cream to ward off the enemy robots, and grab Sprinkleonium to upgrade weapons on your truck. Saving the galaxy is pretty sweet!

HPS 25CG-P03 \$25.00



VIRAL

You're a deadly VIRUS that has just infected Patient Zero! Now, the clock's ticking, and you have to spread and mutate in order to contaminate other organs! But, choose your strategy carefully, because competing bacillus are looking to muck up your best laid plans! If too many viruses are present in an organ, a crisis occurs and the powerful Immune System will surely wipe out your infection! Scheduled to ship in August 2017.

PSI AWGDTE06VL PI

ARES GAMES



GALAXY DEFENDERS: THE FINAL COUNTDOWN

The end of the war is imminent - let's start the Final Countdown! Expand the *Galaxy Defenders* agency's army with these new powerful agents and unleash their unique new classes, powers, and items - Scandium, Vanadium, and Xeno-Warrior! And, take the battle-field to the Third Dimension with new Doors and Windows Stand-up tokens! Scheduled to ship in August 2017.

AGS GRPR008 \$39.90



DIANA 1792/PROSERPINA 1797
AGS SGN113B \$17.90



**HMS MALTA 1800/
HMS TONNANT 1798**
AGS SGN115C \$21.90



ALBATROS DIII (GRUBER)
AGS WGF118B \$14.90



RAF RE8 (30 SQUADRON)
AGS WGF206A \$19.90



**DUC DE DURAS 1765/
DAUPHIN 1766**
AGS SGN116A \$21.90



**HMS POLYPHEMUS 1782/
HMS AMERICA 1777**
AGS SGN114B \$21.90



ALBATROS DIII (VON RICHTOFEN)
AGS WGF118C \$14.90



RAF RE8 (59 SQUADRON)
AGS WGF206C \$19.90



**HAMADRYAD 1797/
HMS MAHONESA 1796**
AGS SGN113C \$17.90



MAHONESA 1789/NINFA 1795
AGS SGN113A \$17.90



NIEUPORT 17 BAROCCA
AGS WGF117A \$14.90



**RAF RE8 (MARSH/
MACKAY DEMPSTER)**
AGS WGF206B \$19.90



**HMS AFRICA 1781/
HMS VIGILANT 1774**
AGS SGN114C \$21.90



**NEPTUNE 1803/
VILLE DE VARSOVIE 1808**
AGS SGN115B \$21.90



NIEUPORT 17 NUNGESSER
AGS WGF117B \$14.90



UFAG CI (161-138)
AGS WGF205C \$19.90



**HMS AGAMEMNON 1781/
HMS RAISONNABLE 1768**
AGS SGN114A \$21.90



ALBATROS DIII (FROMMHERZ)
AGS WGF118A \$14.90



NIEUPORT 17 THAW/LUFBERY
AGS WGF117C \$14.90



UFAG CI (161-37)
AGS WGF205A \$19.90

WINGS OF GLORY

Scheduled to ship in June 2017.



UFAG CI (FILIK 62/S)
AGS WGF205B.....\$19.90

THE ARMY PAINTER

WARPAINTS:

QUICKSHADE WASHES SET

This set contains eleven Quickshade Washes and a painting guide. Scheduled to ship in June 2017.

TAP WP8023.....\$34.99



ASMODEE EDITIONS



KHARNAGE: TRICKS AND MERCENARIES EXPANSION

Your battles for an insignificant hilltop are about to become even more chaotic and dangerous with the *Tricks and Mercenaries* expansion for *Kharnage*! Within this army expansion, you'll find new mercenary units to supplement each of the four armies in the base set, leading new dwarves, humans, goblins, and orcs storming onto the battlefield, as well as new trick cards which lend an element of unpredictability to every battle. Scheduled to ship in July 2017.

ASM KHR03.....\$14.99

SPOTLIGHT ON



SHERLOCK HOLMES: CONSULTING DETECTIVE - THE THAMES MURDERS AND OTHER CASES (STAND ALONE)

Enter the gaslit streets of Victorian London with *The Thames Murders & Other Cases*, a standalone expansion featuring ten fully revised cases for *Sherlock Holmes Consulting Detective*. From the curious case of *The Munitions Magnate*, to *The Pillered Paintings* and *The Mummy's Curse*, every case offers a new challenge for your deductive skills. It's up to you and your friends to conduct your own investigations, visiting the witnesses, the suspects, and the scene of the crime in order to piece together the narrative behind each crime. Scheduled to ship in July 2017.

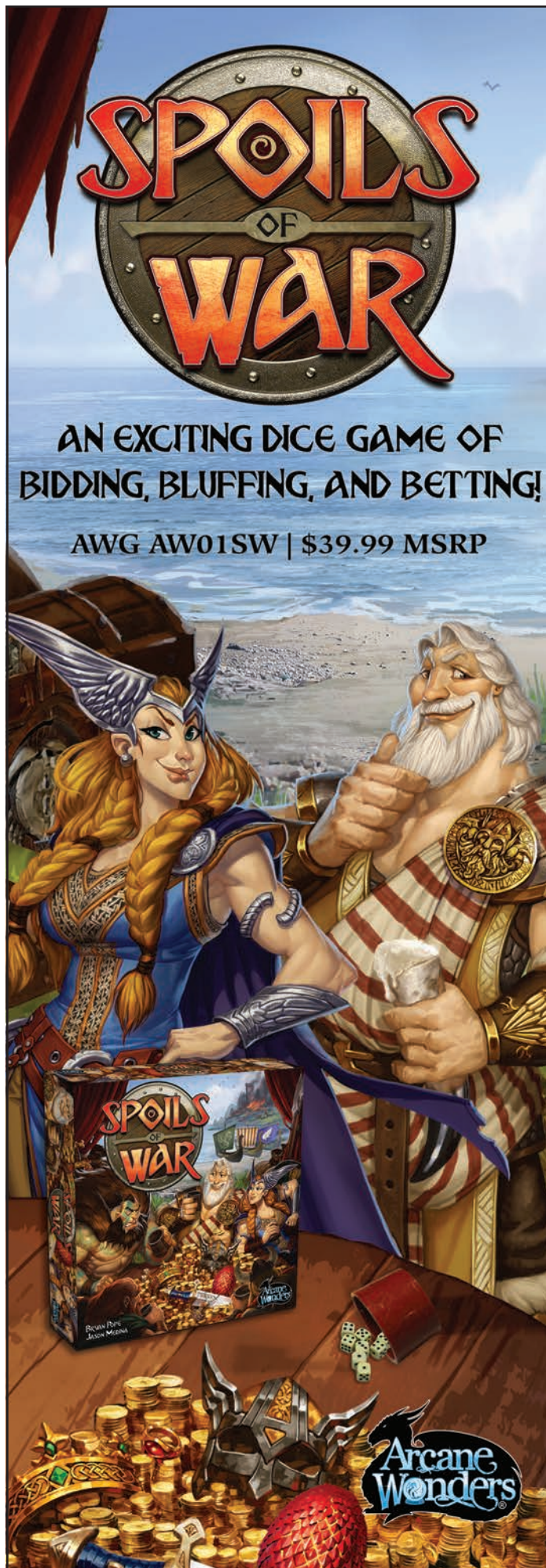
ASM SHEH03.....\$49.99



VALLETTA

The year is 1566. The Order of Malta has placed the first stone of what will become a powerful city in the Mediterranean. Now, it's up to you to undertake the building projects that will complete the city and make Valletta the future capital of Malta. Procure raw materials from craftsmen and hire builders, masons, and woodworkers to construct the mighty bastions and beautiful baroque buildings of the capital. As your projects progress, enlist the aid of historical figures such as Emperor Charles V or Jean Parisot de Valette, himself, to score even more points and become a master builder. Hire the help you need, manage your resources, and leave your mark on the Mediterranean city of Valletta! Scheduled to ship in July 2017.

ASM ZH001.....\$49.99





TAROT BOARD GAME SLEEVES
4.73" X 2.75" (100)
 Scheduled to ship in April 2017.
 ASM BGS410 \$7.99

AVALANCHE PRESS

SECOND WORLD WAR AT SEA: HORN OF AFRICA

Thousands of miles from the major theaters of World War II, small British and Italian squadrons struggled to control the entrance to the Red Sea. Cut off from their bases in Europe, the Italian Red Sea Flotilla did its best to close off this vital route leading from India and Australia to the Suez Canal. Taking players to this little-known theatre of the Second World War, *Horn of Africa* covers the battles between the Royal Navy's Red Sea Force and the Regia Marina's Red Sea Flotilla during the East African Campaign of 1940-1941. Ten battle and 15 operational scenarios depict the major actions of the campaign, along with a number of hypothetical situations that examine possible British intervention in the Second Italo-Abyssinian War of 1935-1936. Scheduled to ship in August 2017.
 APL 0613 \$44.99



BANDAI



FEATURED ITEM



DRAGON BALL SUPER

Legendary Warriors! Eternal Foes! Experience the blazing-fast battles of *Dragon Ball* - as a card game - with *Dragon Ball Super*! A fast-and-furious, two-player, competitive trading card game, players in the *Dragon Ball Super* Card Game create powerful, unpredictable, totally mind-blowing decks showcasing a Leader (with Battle and Extra cards) to fight it out for ultimate supremacy! The *Dragon Ball Super* Card Game unleashes brand-new characters like SSGSS Son Goku, Vegeta, and Golden Frieza, as well as Champa and the warriors of Universe 6, while Frieza Force and Broly join the line-up among *Dragon Ball Z*'s classic all-star cast! Plus, tap into *Dragon Ball*'s evolution and intense battles with "Awaken" and the innovative "Combo System". **NOTE:** This item is

sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER 1 DISPLAY (24) BAN DBBO7092 PI
SPECIAL PACK SET 1 DISPLAY (6) BAN DBSP7146 PI
STARTER 1 DISPLAY (6) BAN DBST7177 PI

DRAGON BALL SUPER CARD SLEEVES 1 (60)

BAN DBOT7238 PI
 DECK BOX 1
 BAN DBOT7207 PI

DRAGON BALL SUPER PLAYMAT

BAN DBGOT7269 PI



ZOMBIE WORLD ORDER TCG

Zombie World Order is a two-player, head-to-head, competitive trading card game where players take on the role as one of the few survivors in a zombie-infested, post-apocalyptic world where the only thing that matters is survival. Using 50-card decks, players command undead armies using magic to summon a wide variety of zombies with two signature characteristics - toughness and revival - which are key to gameplay, as toughness lets zombies take multiple hits, while revival brings 'em back for more! There are three kinds of zombies - Deadman (classic Japanese zombies like samurais, ninjas, sushi chefs), Mech-Z (mecha-inspired zombies such as soldiers, rocket-man, and lightning girl), and Immortal (demons and ghosts). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

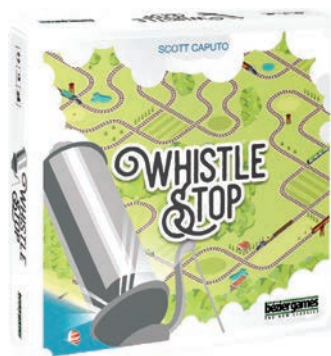
BOOSTER 1 DISPLAY (24)

BAN ZWO7009 PI

SPECIAL PACK SET 1 DISPLAY (6)

BAN ZWO7023 PI

BEZIER GAMES



WHISTLE STOP

With the driving of the golden spike in 1869, the first transcontinental railroad was completed in the United States. But, it was merely the beginning of a rapid expansion of railways that would crisscross the entire country. In *Whistle Stop*, you'll make your way west across the country, using your fledgling railroad company to build routes, pick up valuable cargo, and deliver needed goods to growing towns, creating a network of 'Whistle Stops' that you and your competitors can leverage as you continue to expand your networks. Along the way, you'll gain shares in other railroads and watch your reputation soar with each successful delivery before making a final push to complete long hauls to the boom towns of the West. Scheduled to ship in August 2017.

PSI BEZWHIS \$59.95

BROTHERWISE GAMES



BOSS MONSTER: IMPLEMENTS OF DESTRUCTION EXPANSION

The gloves are off and the gauntlets are on in *Implements of Destruction*, the latest expansion for *Boss Monster*! *Implements of Destruction* features the popular Items cards, which attach to Heroes as they come into town, granting them powers and bonuses and making them much tougher to slay. Scheduled to ship in June 2017.

BGM 016 \$9.95



UNEARTH

Reclaim! Rebuild! Remember! Long ago, your ancestors built great cities across the world. Now, your tribe of Delvers must explore forests, deserts, islands, caverns, and mountains to find these lost cities. Claim the ruins, build places of power, and restore the glory of a bygone age in *Uneath*, a dice placement game for 2 to 4 players from the makers of the *Boss Monster*. Scheduled to ship in August 2017.

BGM 013 \$34.95

BUFFALO GAMES



STAR WARS 40TH ANNIVERSARY: USE THE FORCE LUKE PUZZLE (1000 PIECES)

BFG 11807 PI



**STAR WARS 40TH ANNIVERSARY:
YOU'RE MY ONLY HOPE PUZZLE
(1000 PIECES)**

BFG 11806PI

BUSHIROAD



DRAGOBORNE TCG

Rise to Supremacy! Do you have what it takes to wield the power of a dragon? Designed by Mike Elliott (*Thunderstone*, *Quarriors!*, *Dice Masters*), players in the *DragoBorne*, a trading card game with strategic dice gameplay, step into a world of warring nations and tactical maneuvers as they assume the role of a DragoBorne, warriors imbued with power from the Dragolords. The Dragolords - descendants of the legendary Progenitor Dragon - fought cataclysmic battles that threatened to destroy the world. In its wake, they founded their own nations, each with their own champions to vie for honor and glory. Offered in 6-count displays, each Trial Deck comes with everything a player needs to play, including a 53-card deck, three dice, a playmat, and a rulebook. Supplement your play with 8-card boosters packed in 20-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ALPHA DOMINANCE TRIAL DECK DISPLAY (6)
YCW 403654-DPI

MYSTICAL HUNTERS TRIAL DECK DISPLAY (6)
YCW 403647-DPI

**RALLY TO WAR
BOOSTER PACK DISPLAY (20)**

YCW 403661PI

**SHADOW LEGION TRIAL
DECK DISPLAY (6)**

YCW 403630-DPI

**FUTURE CARD BUDDYFIGHT TCG:
DECIMATING BLACK DRAGON
TRIAL DECK DISPLAY (6)**

Decimating Black Dragon for the *Future Card Buddyfight Trading Card Game* contains many vital spell cards that will unleash carnage on the opponent's field! Offered in 6-count displays, each 52-card Trial Deck comes with a Life Counter, a rule sheet, and a playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 4037379-DPI



**FUTURE CARD BUDDYFIGHT TCG:
CHAOS CONTROL CRISIS BOOSTER
PACK DISPLAY (30)**

Many epic cards in the *Future Card Buddyfight* animated series episodes in July are featured in *Chaos Control Crisis* boosters! These new cards are about to bring a revolution to the way Darkness Dragon World and Legend World decks are played! Plus, *Chaos Control Crisis* further enhances the two main characters' worlds, Dragon World and Star Dragon World! 5-cards per pack / 30 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403722PI



**FUTURE CARD BUDDYFIGHT TCG:
CROSSING GENERATIONS X
BOOSTER PACK**

ALTERNATIVE DISPLAY (30)

Designed to synergize with the two *Future Card Buddyfight X Starter Decks* (*Dragon World* and *Star Dragon World*), *Crossing Generations* features a huge assembly of monsters from the animated series, while three of the six Buddy Rares are the ever-popular Buddies of Gao! This 146-card expansion to the *Future Card Buddyfight Trading Card Game* is introduced in 5-card boosters packed in 30-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403715PI

**FUTURE CARD BUDDYFIGHT TCG:
RULER OF HAVOC TRIAL DECK
DISPLAY (6)**

Used by Wisdom, a new character in the *Future Card Buddyfight* animated series, "The Chaos" flag enables you to play a mix of cards and key monsters from different worlds! Offered in 6-count displays, each 52-card Trial Deck comes with a Life Counter, a rule sheet, and a playmat. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403746-DPI

BOSS MONSTER™
IMPLEMENTS OF DESTRUCTION

In stores and online June 2017

The Heroes are back for round two with 25 all new Item cards. Implements of Destruction makes your Boss Monster heroes tougher than ever as they equip magical weapons and armor before tackling your dungeon. Now with Explorer Items!

Includes 24 Item cards and 5 all new Bosses!



WEISS SCHWARZ TCG: SWORD ART ONLINE RE: EDIT BOOSTER PACK DISPLAY (20)

The characters of *Sword Art Online* return to the Weiss Schwarz Trading Card Game! Some of the most popular cards from previous editions of *Sword Art Online* are featured in this *Re: Edit* release, with 100 different cards chosen for re-issue and 19 brand-new cards. 8-cards per pack / 20-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403593.....PI

CALLIOPE GAMES



DICEY PEAKS

Sheer Adventure Awaits! You've heard of Mt. Everest, K2, and Denali, but only the toughest and most courageous mountain climbers dare to summit the Dicey Peaks of Yeti Mountain at 29,128 feet! The terrain is treacherous, the snow is blinding, its glaciers are sheer cliffs, and the temperature hovers at 72-degrees below zero! But, the real danger is from the sinister Yetis, for they strike when least expected! In *Dicey Peaks*, a tile and dice game of exploration and risk-taking, players take on the role of brave adventurers racing to be the first to reach the fabled flag atop Yeti Mountain. Scheduled to ship in August 2017. CLP 118.....PI



TITAN SERIES GAME: ANCESTRY

It's late at night in the historical archives, and you're out to prove that your bloodline is from the greatest dynasties of them all! Find fascinating ancestors and recreate your family tree to prove your heritage and the origins of your wealth in *Ancestry*! Draft tiles and score points for unbroken dynasties and for your family's riches. When your family tree is complete, score a bonus for all the marriages celebrated! The player with the highest score wins, and gains those all-important genealogical bragging rights! Scheduled to ship in August 2017. CLP 132.....PI

WORDOKU

Fun Spelled Out! In *Wordoku*, a combination crossword-Sudoku word game, players try to create as many words as possible using puzzle tiles printed with both letters and symbols. Use the letters to make words while balancing the symbols to double your score! CLP 117.....PI



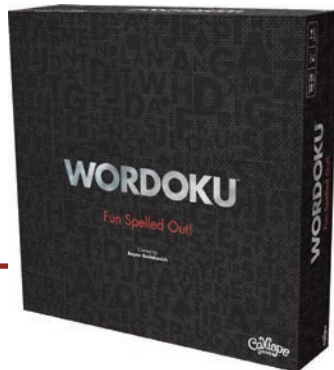
TITAN SERIES GAME: CAPITAL CITY

Howdy, Partners! Welcome to Capital City! In this here fast-playing card game, you've got one year to help build the most famous town in all the West! In *Capital City*, Dollars are useful, but Victory Points are even better! Bid for opportunity, purchase your buildings, and hire your workers to wealth and prestige. At the end of the year, the player with the most Victory Points wins the game and becomes the new Mayor of Capital City! Scheduled to ship in August 2017. CLP 134.....PI

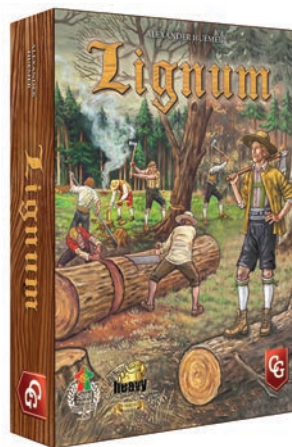


TITAN SERIES GAME: SHUTTERBUG

The year is 1932. There's a lot of unexplained things out in the world - like rumors about mythical creatures roaming the land at night! But, no photographic evidence exists...yet! In *Shutterbug*, you've accepted a top secret assignment from a popular tabloid: crisscross the country, gather tips from the locals, and bring back snapshots of these mysterious creatures so they can prove the myth and scoop everyone! Race to complete your top secret assignment first, getting yourself all the fame and fortune! It's truly a photo finish, but all in a day's work for a Shutterbug! Scheduled to ship in August 2017. CLP 133.....PI



CAPSTONE GAMES



LIGNUM

Starting with a limited amount of resources and workers, players in *Lignum* set out to run their lumber mills as efficiently as possible. Savvy investments and proper planning will ensure that your mill will be the most profitable. Be cautious, however, for competition is fierce! You'll need to secure the best cutting areas, make use of limited contract workers, and continually update and replace your equipment. Your competitors are not the only thing to worry about, as you'll also need to store enough firewood and food to survive the harsh winters. Scheduled to ship in July 2017. CSG LIGNUM01.....\$69.99

OFFERED AGAIN



O/A HASPELKNECHT: THE STORY OF EARLY COAL MINING

The first game in Thomas Spitzer's highly acclaimed coal trilogy, *Haspelknecht: The Story of Early Coal Mining* transports players to the beginning of coal mining in the Ruhr valley in the 16th Century. Players take on the role of farmers who exploit the presence of coal in their lands in the southern part of the Ruhr region. Obtain unique developments, expand your farm, and dig deeper in the Earth to uncover more coal. But, beware of quickly accumulating pit water, for it can stall your efforts and prevent your extraction of valuable coal! CSG COAL01.....\$60.00



O/A HASPELKNECHT: THE RUHR VALLEY EXPANSION

Coal mining has now become an inherent and lucrative business for farmers in the Ruhr valley. The tunnels are dug deeper and longer through the use of iron, and water channels are implemented to help drain the pit water. Most of the population earns their living exclusively by coal mining and delivering the black gold to peddlers and the first coal barges cruising the river which gives its name to the valley and the entire area - the Ruhr. *The Ruhr Valley* is an expansion to *Haspelknecht*. CSG COAL02.....\$35.00



O/A THREE KINGDOMS REDUX - SECOND EDITION

In *Three Kingdoms Redux*, players assume the role of one of three lords (Cao Cao, Sun Jian, and Liu Bei) as they attempt to recreate the tripartite between the states of Wei, Wu, and Shu. As a feudal lord, you manage the different aspects of running a state, such as domestic development, building up the military, gaining ranks and support of the people, constructing state enhancements, and trading while guarding your borders against both rebellious border tribes and external enemies. But beware, for the balance of power shifts constantly and you must take advantage of every opportunity if you are to fulfill your grand ambition of re-unifying China! CSG TKR01.....\$60.00

DRAGONFIRE™



SEIZE THE ADVENTURE!

DRAGONFIRETHEGAME.COM



CATALYST GAME LABS



FEATURED ITEM



DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

Join the Quest! Build Your Own Legend! Seize the Adventure! Powered by the acclaimed Shadowrun: Crossfire Engine, Dragonfire is a deck-building game set within the world's greatest roleplaying game - Dungeons & Dragons! Players choose from a number of races, from dwarf to elf, half-orc to human, while assuming the quintessential roles of cleric, rogue, fighter, and wizard. Equipped with weapons, spells, and magic items, players begin their adventure along the famed Sword Coast, then expand to other locales across the Forgotten Realms, such as Baldur's Gate, Neverwinter, and Waterdeep, in future expansions. Along the way, players level up their characters, opening access to additional equipment, feats, and more! Scheduled to ship in August 2017.

PSI CAT16000 \$59.99

DRAGONFIRE

DUNGEONS & DRAGONS: DRAGONFIRE DBG - CHARACTER EXPANSION PACK 1 - HEROES OF THE SWORD COAST

Add Rangers, Druids, Bards, and Sorcerers to your Dragonfire Deck-Building Games, along with more race options! Scheduled to ship in August 2017.

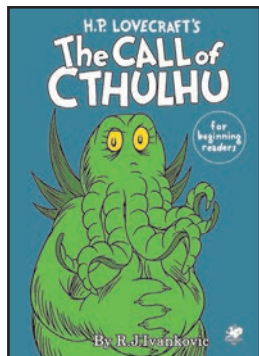
PSI CAT16101 \$24.99

DUNGEONS & DRAGONS: DRAGONFIRE DBG - MAGIC ITEMS DECK 1 - WONDROUS TREASURES

Every adventure will bring a dragon's horde of magical items to increase your ability to seize victory! The Wondrous Treasures Deck contains 55 foiled cards for use with the Dragonfire Deck-Building Game. Scheduled to ship in August 2017.

PSI CAT16050 \$14.99

CHAOSIUM



THE CALL OF CTHULHU FOR BEGINNING READERS

The iconic H.P. Lovecraft 1928 story, *The Call of Cthulhu*, is now a beautiful children's book, seamlessly and gracefully told in anapestic tetrameter by 'genius poet-artist' RJ Ivankovic. The late Professor Angell's research has been discovered by his grand-nephew, Francis Wayland Thurston. Francis delves into the papers and discovers a bas-relief depicting an odd creature with an octopoid head, spurring him to read on. He learns of the raid led by Inspector Legrasse and the voyage of the *Vigilant*, captained by Gustaf Johansen. Scheduled to ship in August 2017.

CHA 5115 \$19.95

COMPASS GAMES

THE FALL OF THE THIRD REICH

From award-winning designer Ted S. Raicer, *The Fall of the Third Reich* covers the dramatic last two years of WWII in Europe, as the Western Allies and the Soviet Union fight against fierce German resistance to bring down the Thousand-Year Reich. CPS 1042.....\$79.00



COOLMINIORNOT



ARCADIA QUEST: PETS

Arcadia Just Got Cuter! The evil witch Vexia has taken up residence in the garden in the center of Arcadia, and she's conducting all sorts of creepy experiments! The Heroes are going to need the help of some animal companions to take on this foe in *Arcadia Quest: Pets*, which unleashes Pets to player's Guilds, each with their own miniature and dashboard. With twelve different animals up for adoption, players can choose from amazing new friends, like Puff the Dragon, Padfeet the Wolfie, and Rawr the Lion.

COL AQ019..... \$59.99

RUM & BONES

Scheduled to ship in June 2017.



BLUTRAUSCH LEGION EXPANSION

COL RB019 \$47.99



BLUTRAUSCH LEGION HEROES SET #1

COL RB023 \$24.99



IRON INQUISITION EXPANSION

COL RB018 \$39.99



IRON INQUISITION HEROES SET #1

COL RB022 \$24.99



MERCENARY FACTION

COL RB025 \$34.99



SEA MONSTERS

COL RB024 \$29.99



SECOND TIDE CORE BOX

COL RB017 \$99.99



SEASON ONE UPGRADE KIT

COL RB027 \$24.99



VIKINGS EXPANSION

COL RB026 \$59.99

CORVUS BELLI

INFINITY

Scheduled to ship in May 2017.



ALEPH DACTYLS, STEEL PHALANX SUPPORT PACK

CVB 280854-0646..... \$27.77



ARIADNA 5TH MINUTEMEN REGIMENT 'OHIO'

CVB 280186-0635 \$29.91



COMBINED ARMY ZERAT SPECIAL MISSIONS REG. (MULTI SNIPER/HACKER)

CVB 280684-0658 \$18.14



PANOCEANIA ORC TROOPS (HMG/BOARDING SHOTGUN)

CVB 280292-0659 \$18.14



MERCENARIES MAJOR LUNAH, EX-ARISTEIA! SNIPER (VIRAL SNIPER RIFLE)

CVB 280724-0656 \$10.97



NOMADS GECKO PILOT

CVB 280585-0637 \$10.97



TOHAA GORGOS PILOT

CVB 280930-0639 \$10.97



YU JING O-YOROI PILOT

CVB 280391-0642 \$10.97

THE CREATIVITY HUB



OUTRAGE

Retired sniper Knauf believes his days as a pawn in the grand game of intrigue are behind him. But an ambitious officer, Emily Handelman, is about to show up at his doorstep to enroll him in an operation where nothing is what it seems. In his hands are now not only state secrets and the lives of Human Sphere citizens, but the blood prize of his own identity. *Infinity: Outrage* is the first action-packed manga set in the *Infinity* universe.

CVB 2289303 \$12.84



RORY'S STORY CUBES: ADVENTURE TIME DICE SET

Join Finn, Jake, Princess Bubblegum, Lumpy Space Princess, and the Ice King to craft your own adventures in the land of Ooo with *Rory's Story Cubes: Adventure Time!* Scheduled to ship in August 2017.

DIA STL050960PI



RORY'S STORY CUBES: DC COMICS BATMAN DICE SET

Is the Riddler planning his next crime? Who has discovered Batman's identity? Will The Joker escape from Arkham Asylum? With *Rory's Story Cubes: Batman*, you decide the story! Roll all nine Story Cubes to create infinite tales featuring your favorite Batman villains, gadgets, and locations. Scheduled to ship in August 2017.

DIA STL050617PI



RORY'S STORY CUBES: DOCTOR WHO DICE SET

Which alien is unleashing chaos on Earth? What new puzzle confronts the Doctor and his companions? Where must the TARDIS go next? Will the Master finally defeat the Doctor? Could you, yourself be the Doctor? Roll the nine dice, look at the images, and delve deeper into the Gallifreyan universe crafting your own adventures. Scheduled to ship in August 2017.

DIA STL050958PI



RORY'S STORY CUBES: LOONEY TUNES DICE SET

What trick is Bugs playing on Daffy? Which ACME gadget has backfired on Wile E. Coyote? Did Tweety really see a Puddy-Tat? Roll the nine cubes and tell your very own *Looney Tunes* stories using the icons on each cube inspired by the world famous cartoon series. Scheduled to ship in August 2017.

DIA STL050957PI



RORY'S STORY CUBES: MOOMIN DICE SET

Where will the Moomin family sail today? With *Rory's Story Cubes* you decide the story! Scheduled to ship in August 2017.

DIA STL050954PI



RORY'S STORY CUBES: SCOOBY DOO DICE SET

Which monster is chasing Scooby and Shaggy? What Clue has Velma discovered? Who's behind the fairground hauntings? Roll the nine cubes and tell your very own *Scooby Doo* stories using the icons on each cube inspired by the animated classic. Scheduled to ship in August 2017.

DIA STL050955PI

CRYPTOZOIC ENTERTAINMENT



DC COMICS DBG: CROSSOVER PACK 6 - BIRDS OF PREY EXPANSION

Founded by Black Canary and Oracle, the *Birds of Prey* are a made up of fierce, intelligent, and brave heroines who operate in the shadows to protect the citizens of Gotham City - and beyond! Add this *Crossover Pack* to any *DC Deck-Building Game* to play as the preeminent, all-female covert ops team, *Birds of Prey*! This *Crossover Pack* contains 31 Game Cards, six Oversized Super Hero Cards, and a Rules Card. Scheduled to ship in August 2017.

CZE 02194 \$13.00



EPIC SPELL WARS OF THE BATTLE WIZARDS 3:

MELEE AT MURDERSHROOM MARSH

Cantrips! Bad Trips! Dual-Glyphed Deliveries! A standalone expansion for *Epic Spell Wars*, *Melee at Murdershroom Marsh* ratchets up the EPIC with several exciting, new innovations! Cantrips are a great way to unclog your hand of too many of one spell type. So, even after making a full three-card spell, you can still add more bang to your brainsuck! Bad Trips give you great benefits when you play a lot of different glyphs in your spell. And Creatures are back! Half of the Deliveries are Creatures, and the other half are dual-glyphed blast 'em spells. Oh, and most of the Treasures in *Melee at Murdershroom Marsh* are "Everlasting!", which means they don't go away when you die. Collect 'em all! Scheduled to ship in August 2017.

CZE 02192.....\$30.00

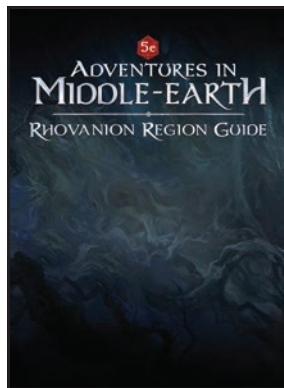


RICK AND MORTY DBG: CLOSE RICK-COUNTERS OF THE RICK KIND - CORE SET

Wubba Lubba Dub Dub! Take down the Council of Ricks before they get too annoying and self-righteous in this exciting *Rick and Morty*-themed deck-building game based on the bizarre, dimension-hopping episode "Close Rick-Counters of the Rick Kind". Scheduled to ship in August 2017.

CZE 02574.....\$40.00

CUBICLE 7



DUNGEONS & DRAGONS RPG: ADVENTURES IN MIDDLE-EARTH - RHOVANION REGION GUIDE HARDCOVER

Follow the Anduin river down from the chill springs of the Misty Mountains to the southern edge of the Wild! Explore the dread forest of Mirkwood, running from the lonely thickets of the north to the very gates of Dol Guldur! Enter the heart of the Wild, and defend it against the rising Shadow. A sourcebook for *Adventures in Middle-earth*, the *Rhovanion Region Guide* describes the lands of the River and the Forest - the Vales of Anduin along the banks of the Great River, and the trackless forest of Mirkwood to the east. It expands on the descriptions given in the *Adventures in Middle-earth Loremaster's Guide*, offering new sanctuaries and new perils for the players to discover. Each region is described in detail, listing potential

friends and foes, sites of interest, and potential adventures. Also included is an expanded bestiary containing a host of strange creatures and servants of the Enemy, from the beasts of the forest to the fabled Great Spiders, as well as variant cultures like River Hobbits and Wayward Elves that offer new options for adventurers. Scheduled to ship in August 2017.

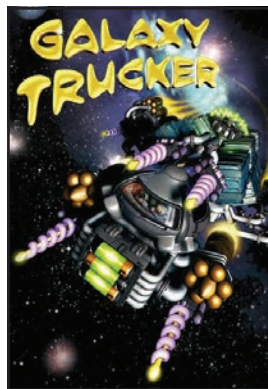
PSI CB72303.....\$34.99

CZECH GAMES EDITIONS

GALAXY TRUCKER: ROCKY ROAD ITTD2017 NOVEL

Build a ship out of sewer pipes! Fly across the Galaxy! Fran thought that galaxy trucking would be her dream job. But, no one told her about the meteors on Route 135! Her trucks keep getting blasted to bits, and now she's deep in debt. Does she need a new route - or a new career? *Rocky Road* is a novel set in the world of the *Galaxy Trucker* Board Game.

CGE B0001.....\$5.00



DAN KRISS GAMES



TAVERN MASTERS

Buy drinks, hire barmaids and minstrels, serve mutton and crusty bread, and welcome in patrons both lowly and noble, all to earn more gold to build your place in history as the greatest barkeep in the fantasy village of Redstaff in *Tavern Masters*, an exciting, quick-playing, tavern-building card game. Scheduled to ship in July 2017.

IMP DAK 0003.....\$39.99



TAVERN MASTERS: DIRTY DEEDS EXPANSION

Dirty Deeds adds in the 'take that' element to the competitive gameplay of *Tavern Masters*, introducing new Tavern and Patron cards and the Dirty Deeds deck. Scheduled to ship in July 2017.

IMP DAK 0003001.....\$14.99

TAVERN MASTERS: GAMES OF CHANCE EXPANSION

Games Of Chance adds in the element of dice rolling to the cardplay of *Tavern Masters*, introducing 20 new cards with dice-based ability randomization. Scheduled to ship in July 2017.

IMP DAK 0003002.....\$9.99



DAN VERSEN GAMES



WARFIGHTER: US SOLDIER MINIATURES

Scheduled to ship in May 2017.

DV1 030J.....\$29.99



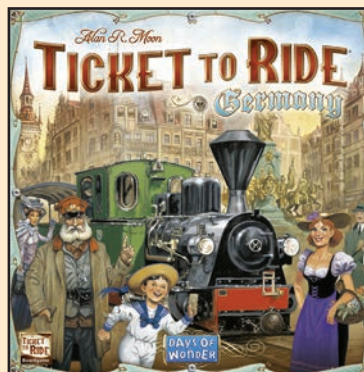
WARFIGHTER WWII: CARD DECKS FROM #5 AMMO BOX

Scheduled to ship in May 2017.

DV1 036R.....\$29.99

DAYS OF WONDER

SPOTLIGHT ON



TICKET TO RIDE: GERMANY

Turn of the century Germany... Through a fine autumn rain, a plume of smoke announces the arrival of the 4:15 train from Nuremberg in the Munich Central Station. The din of the massive engine grows more intense, culminating with a prolonged hiss as the locomotive halts at the platform, steam erupting in every direction. Already, porters in livery are rushing to unload baggage as passengers step from their cars. On the opposite platform, an operator pulls the cord for a three-chime whistle and another train begins chugging toward its next destination: Berlin, capital of the German empire. Build your

empire across 19th century Germany in *Ticket to Ride: Germany*! Scheduled to ship in August 2017.

DOW D07215.....\$49.99

DECISION GAMES



D-DAY AT OMAHA BEACH

D-Day at Omaha Beach recreates America's most bloody and heroic day of World War II. In this solitaire game from the designer of the solo classics *RAF* and *Ambush*, you control the forces of the US 1st and 29th Divisions landing under fire on the Normandy shore, struggling desperately to establish a viable beachhead. Scheduled to ship in June 2017.

DCG 1018-NEW \$75.00



D-DAY AT TARAWA

D-Day at Tarawa is a solitaire game simulating the amphibious invasion of Betio Island in the Tarawa Atoll. The US marines assaulting the tiny island, with its strategically vital airstrip, found themselves in their toughest battle of World War II - a fight to the death against 5,000 Japanese defenders! Scheduled to ship in June 2017.

DCG 1025-NEW \$75.00

MODERN WAR #33

Scheduled to ship in November 2017.

DCG MW33 \$34.99

STRATEGY AND TACTICS #308

Scheduled to ship in October 2017.

DCG ST-308 \$34.99

WORLD AT WAR #57

Scheduled to ship in October 2017.

DCG WAW-57 \$34.99

THE DESIGN MECHANISM

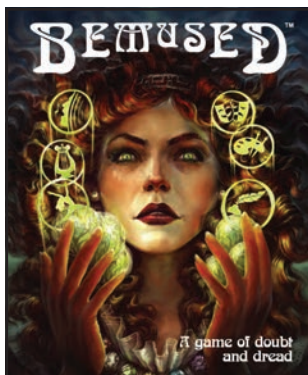


MYTHRAS RPG: LUTHER ARKWRIGHT - PARALLEL LINES

A campaign pack for the Mythras Luther Arkwright supplement, *Parallel Lines* features eight scenarios set in seven very different versions of Earth across the multiverse. The adventures include the Salem Witch Trials, a post-apocalyptic Camargue, an Orwellian Britain, epic journeys by airship and Trans Siberian Express, a voyage to the bottom of the sea, an investigation through the streets of a disintegrating Edinburgh, and a murder hunt through a dystopian London. Scheduled to ship in June 2017.

TDM TDM401 \$24.99

DEVIOUS WEASEL



BEMUSED

Play a Muse, Elevate your Virtuoso, and Beware the Fantamas in *Bemused*, a card game of doubt and dread! In this battle of Muses, will you be able to elevate your human protege to the pinnacle of artistic adoration? Or will they be driven mad by the doubts and dreads levied upon them by your rival muses? Or worse, will death claim them and open the way for the fantamas...? Place your doubts and dreads, use your abilities and gemina, and fulfill your desire in *Bemused*. Scheduled to ship in July 2017.

DWE 3000 \$24.99

DEVIR AMERICAS



BARCELONA: THE ROSE OF FIRE

Bourgeoisie and Revolution 1860-1930! Barcelona, second half of the 19th Century. The city has recently demolished the ancient walls that prevented its growth and it is slowly extending towards the older, surrounding villages. Following Ildefons Cerdà's layouts, the famous Eixample is starting to take shape. These are prosperous times, but while some bourgeois families seek to build their fortunes investing in the infrastructure and growth of Barcelona, there is unrest in the city. Poor living conditions and cheap housing may enforce revolutionary attitudes, and the bourgeoisie may end up paying dearly for their greed. Compete for social prestige and personal wealth while trying to avoid the revolution that is spreading like wildfire through the city in *Barcelona: The Rose of Fire*.

DVR BCBARCELONAEN \$59.99

Harry may be the Winter Knight but it's the Summer of Dresden!



EHP0022 \$39.99 MSRP



EHP0032 \$34.99 MSRP

On Shelves June 2017!

Learn more at:

evilhat.com/home/for-retailers



**CHECKPOINT CHARLIE: K-NINES**

In *Checkpoint Charlie: K-Nines*, a game of observation, deduction, and mental agility, players must watch all the suspects carefully and discern which of them is the chief of spies using the clues they and the other investigators uncover in their quest to become the best snoop among the K-Nines.

DVR BGCHECKPOINTEN..... \$24.99

**DRAGONS & CHICKENS**

In this game of gold, feathers, and scales, you'll need keen eyes and quick reflexes to collect treasures, hide from a terrible dragon, catch chickens - and steal from your teammates, of course!

DVR BGDRAGONSCHICKENEN..... \$24.99

**FANHUNTER: URBAN WARFARE**

Welcome to Barnacity! Consider yourself under arrest! *Fanhunter: Urban Warfare* is a fight between fans of geek culture and the self-proclaimed Pope Alejo, tyrannical dictator and bringer of boredom and apathy. Alejo is on a mission to rid the population of all things cool. No comics, no video games, no board games, no movies. Using tactics learned through all the things they love, fans form 'The Resistance' to resist (obviously, right?) Alejo's troops, the Fanhunters, who suppress the population, confiscate their stuff, and leave them with constant reruns of *Little House on the Prairie* on the Pope's TV channel. Scheduled to ship in June 2017.

DVR BGFANHUNTURB..... \$79.99

**FAST FOOD FEAR**

Monsters at the Legoblah! Swamp prefer fast food these days. At your restaurant, business is good, but the customers are extremely demanding and it's highly recommended you don't keep them waiting! The Monster Chef and crew must work together (and fast!) to assemble the orders - before they become lunch! *Fast Food Fear* is a cooperative game with a frantic pace, laughs, and a side of yum! Scheduled to ship in September 2017.

DVR BGFASSTEN..... \$19.99

**HOLMES: SHERLOCK & MYCROFT**

At dawn of the 24th of February, 1895, a bomb exploded in the Houses of Parliament. The security forces reacted immediately and arrested Michael Chapman, a young worker linked to anarchist groups, near the place of the attack. Mycroft Holmes is in charge of investigating the explosion for the Crown prosecution and needs to determine if the attack is the action of a lone wolf or part of a bigger plot. It appears to be another open-and-shut case - that is, until he discovers that the detective hired by Michael's parents to prove the young man's innocence is no less than his brother Sherlock Holmes! Thus, the duel between the two most brilliant minds in London begins!

DVR BGHOLMESEN..... \$24.99

**RHEIN: RIVER TRADE**

The Rhine, one of Europe's longest rivers, has represented a vital route for commerce and transport since ancient times, taking ships from the heart of the continent all the way to the North Sea. Based in Basel, players in *Rhein: River Trade* take orders to deliver goods to cities along the Rhine, or even afield to London. Using all viable forms of transportation, they must balance methods, timing, and resources necessary to complete the orders - or pay the penalty!

DVR BGRHEIN..... \$59.99

DIAMOND COMIC DISTRIBUTORS**SPOTLIGHT ON****JAY & SILENT BOB STRIKE BACK MONOPOLY**

A *Diamond Select Toys Exclusive!* Bring the magic of the movies home with the first board game ever based on the films of Kevin Smith! The cross-country adventure of *Jay and Silent Bob Strike Back* is now an official, authorized edition of *Monopoly*, with a game board featuring art and locations from the movie! The game also features new Chance cards, Community Chest cards, and game pieces all set to the same classic *Monopoly* gameplay. Scheduled to ship in April 2017.

DIA STK663546..... PI

DRINKING QUEST**PRETENDING TO GROWNUP**

Are you technically a grownup but don't feel like it? *Pretending to Grownup* is a casual card game with 100 unique cards featuring common grownup situations. You can face these problems or use the power of your imagination to bend the rules. Throughout the game you'll see which player is the most grownup by using the only three resources at a Grownup's disposal: time, money, and energy. However, you can get a 'Unipegasaurus' card which helps you bend the rules of being a grownup by using your imagination. Scheduled to ship in June 2017.

DRQ PTG001..... \$30.00

ELZRA**CATACOMBS & CASTLES**

Catacombs & Castles relates the story of Larra the Huntress' journey to the region of Tellaryth, searching for clues to the whereabouts of her missing wolf companion. This land is governed by four mysterious matriarchs who jealously guard their powers and secrets, frequently from each other. Larra soon becomes embroiled with the desperate defense of Castle Mivorih from an invading army of undead warriors and Xaugorth, evil leader of the Wraith Knights! Fully compatible with *Catacombs Third Edition* and featuring both competitive and cooperative play modes, *Catacombs & Castles* is a fast-paced, standalone game set in the world of the *Catacombs* series of dexterity games. Scheduled to ship in May 2017.

ELZ 1200..... \$69.99

**CATACOMBS: CAVERN OF SOLOTH EXPANSION**

Dwarves mining in the Scavewyrm Pit have brought back news that the mythical Cavern of Soloth has been discovered! Although unexplored, it's rumored to contain exotic weapons and treasures from the reign of Soloth, the ancient Vampire Lord of the Underworld. Furthermore, sinister acolytes laboring in a forgotten labyrinth seek to reanimate Soloth's malevolent queen. Featuring completely updated artwork by Kwanchai Moriya, this expansion for the *Third Edition of Catacombs* provides six heroes that set out to explore the Cavern of Soloth and defeat the Queen of the Underworld. Scheduled to ship in May 2017.

ELZ 1100..... \$39.00

**CATACOMBS: WYVERNS OF WYLEMUIR**

Ride a Wyvern and explore the remote land of Wylemuir in this expansion to *Catacombs Third Edition*. Scheduled to ship in May 2017.

ELZ 1500..... \$54.99



CATACOMBS THIRD EDITION

Survive Together - or Die Together! In *Catacombs*, players take control of four heroes (represented by wooden discs) who must fight their way through a series of rooms filled with monsters controlled by the Overseer. Battles are fought by skillfully flicking (otherwise known as 'shooting') different types of wooden pieces across the game board that represent the current room of the catacomb. If they survive all the rooms, the heroes face the objective of their quest: a fight to the finish with the Catacomb Lord! The *Third Edition* of this the award-winning, fantasy, dexterity board game features exciting, new content, new artwork by

Kwanchai Moriya, and includes the original *Horde of Vermin* expansion. Scheduled to ship in May 2017.

ELZ 1000.....\$79.99

ENTERPLAY

MY LITTLE PONY CCG: DEFENDERS OF EQUESTRIA BOOSTER (36)

Introducing new gameplay and unexpected twists, *Defenders of Equestria* features new 'Mane' cards of the Mane 6 ponies and fan-favorite Thorax, while Discord, Trixie, and Starlight Glimmer make their triumphant return as powerful new "Redeem" Friend cards. With new keywords, jaw-dropping deck-building options, and surprising new mechanics, this 140-card expansion for the *My Little Pony Collectible Card Game* brings the most compelling level of strategic gameplay yet! 12-cards per pack / 36 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

ETP 5691-D.....\$125.64



EVERYTHING EPIC GAMES

SPOTLIGHT ON



BIG TROUBLE IN LITTLE CHINA THE GAME

They told you to go to hell... and that's just where you're going! There's a secret world where ancient evil weaves a modern mystery. They call it Little China. It's where Big Trouble was waiting for Jack Burton and his friends as they uncover an ancient, diabolical plot. The evil minions of the immortal ghost sorcerer Lo Pan are waiting to chop you down with axes and guns in dark alleys and all throughout the battle-torn streets of Chinatown. Now Jack, Wang, Gracie, and the rest of the gang must muster up all of their courage, survive against hordes of baddies, and ultimately face-off in a

showdown with the darkest demon of them all - Lo Pan! You'll need all of your guts and glory to rescue the green-eyed beauty, defeat ancient magic, and save Chinatown in *Big Trouble in Little China: The Game*, a cooperative, action-adventure, comedy, kung-fu, ghost story, monster miniatures game! Scheduled to ship in October 2017.

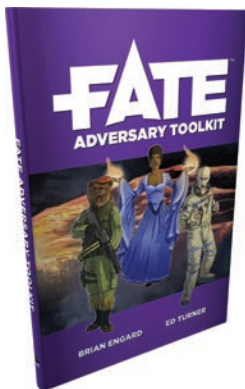
EEG BTILC-CORE01.....PI

EVIL HAT PRODUCTIONS

FATE RPG: ADVERSARY TOOLKIT HARDCOVER

Calling All Adversaries! Antagonists. Obstacles. Villains. Impediments. Call them what you will, but a great campaign needs opposition to create stirring conflict. The *Fate Adversary Toolkit* offers a variety of ideas, mechanics, and hacks to help you make the most out of every obstacle in your game. Inhabit hostile worlds and situations that work against the players. Face down mooks and big bads built to provide high stakes drama and engage everyone at the table. Learn how to use high quality adversaries to drive your stories to completion. Explore what an adversary is in *Fate* terms with the *Adversary Toolkit*! Scheduled to ship in August 2017.

EHP 0034.....\$15.00



FANTASY FLIGHT GAMES



ANDROID NETRUNNER LCG: FREE MARS DATA PACK

Mars used to be cold. Then humans arrived - and brought the flames of war with them! While the Martian Colonial Authority (MCA) and its Earth-based corporate backers insist that the war ended a long time ago, the Free Mars Council (FMC) knows better. And now, it's actively recruiting for the "War for Martian Independence"! With the sixty new cards (three copies each of twenty unique cards) in *Free Mars*, the fifth Data Pack in the *Red Sand Cycle* for *Android: Netrunner*, it's time to see how far the Clans and their Runner allies will go to keep Mars for Martians! So strap a milspec laser to your exosuit and call in every favor you can, because the revolution is here! Scheduled to ship in July 2017.

FFG ADN47.....\$14.95



ARKHAM HORROR LCG: LOST IN TIME AND SPACE MYTHOS PACK

You're going to need a bigger gun! As your world dissolves into pathways of sound and color that extend for an eternity in all directions, the lines between objects grow jagged, shifting. Your skin starts to crawl, feeling as though it's turning inside out. Somehow, you must find your way across this foreboding alien landscape. And, somehow, you know you're not entirely alone... The sixth and final Mythos Pack in *The Dunwich Legacy Cycle* for *Arkham Horror: The Card Game*, *Lost in Time and Space* introduces a new scenario full of bursting with otherworldly chaos, non-Euclidean geometry, and menacing, extradimensional entities possessed of incomprehensible powers! Scheduled to ship in July 2017.

FFG AHC08.....\$14.95



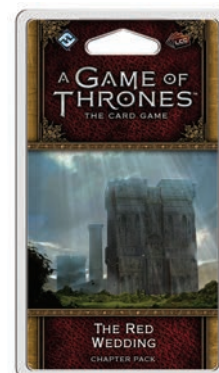
DRAGON SHIELD: DECK SHELL

BLACK FFG DSH402.....\$3.49
BLUE FFG DSH403.....\$3.49
GREEN FFG DSH404.....\$3.49
RED FFG DSH407.....\$3.49
WHITE FFG DSH405.....\$3.49



DRAGON SHIELDS PERFECT FIT: (100) SIDE-LOADING CLEAR

FFG DSP101.....\$4.99
SMOKE FFG DSP123.....\$4.99



A GAME OF THRONES LCG: 2ND EDITION - THE RED WEDDING CHAPTER PACK

Though a scheme may spend months incubating in the shadows, there is a moment of terrifying revelation when your plans come to fruition - a grand reveal that shatters your foes beyond repair. For the secret alliance of House Frey, House Bolton, and House Lannister, that moment was the Red Wedding. In a single night, House Stark suffered a devastating defeat, and though Robb Stark had won every battle, he met his demise beneath the roof of his supposed allies. With *The Red Wedding*, the fourth Chapter Pack of the *Blood and Gold Cycle* for *A Game of Thrones: The Card Game*, you'll have the chance to continue the saga of *A Storm of Swords* with one of the most gut-wrenching and iconic moments of the entire series. With iconic characters like Ellaria Sand, Strong Belwas, Othell Yarrowick, and Walder Frey entering the game for the first time, *The Red Wedding* brings new horrors and schemes

into every game. Scheduled to ship in July 2017.

FFG GT19.....\$14.95



THE LORD OF THE RINGS LCG: THE MOUNTAIN OF FIRE SAGA EXPANSION

Dire, World-Shattering Stakes! Epic Multiplayer Mode! The Fate of All Middle-earth! Your desperate journey nears its end. While the Captains of the West march to the Black Gate, the fuming, barren, and ash-ridden land before you rises upward. Into air choked by smoke, up toward the fires of Mount Doom - toward your fate and the fate of all Middle-earth... The sixth and final *The Lord of the Rings Saga Expansion* for *The Lord of the Rings: The Card Game*, *The Mountain of Fire* features three epic scenarios inspired directly by *The Return of the King* that march you to the Black Gate, carry you into the heart of Mordor, and task you with carrying the One Ring to the fires of Mount Doom. And these scenarios are matched in scope only by the new heroes, allies, events, and attachments that convey the awesome resolve of those who stood and fought the forces of Mordor until the very end! Scheduled to ship in July 2017.

FFG MEC62..... \$29.95

RUNEBOUND (THIRD EDITION): UNBREAKABLE BONDS EXPANSION

You've spent your life tramping across the fields of Terrinoth, facing danger time and again, testing your skills in battle against terrifying monsters, and living a life of unchecked adventure. You never know what you may discover beyond the horizon - a towering range of mountains, the lair of an evil beast, or the sun reflecting from the walls of one of the Free Cities. Yet, throughout your travels, there's always been a feeling of competition with other adventurers, driving you to fight harder and move faster than another so-called "hero." Just maybe you'd prefer to work and fight together, once in a while? Experience adventuring in an entirely new way with *Unbreakable Bonds*, introducing cooperative and solo play for *Runebound*. Whether you strike out on your own, join a party of heroes, or face off against your rivals, *Unbreakable Bonds* offers a completely new take on the game of *Runebound*. Scheduled to ship in July 2017.

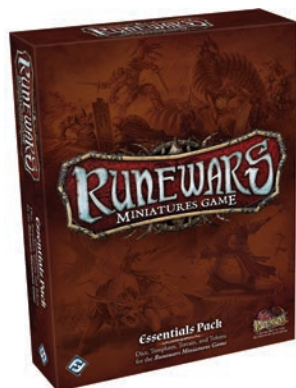
FFG RB06..... \$39.95



THE LORD OF THE RINGS LCG: THE SIEGE OF ANNUNINAS STANDALONE QUEST

Driven by hatred and fueled by dark sorcery, the Orcs and Wargs of Carn Dum have massed outside of Annúminas, the ancient capital of Arnor. As the Dunedain within the city's walls ready their defenses, they call for the aid of every available hero. Will you join them? Sharpen your blade, feather your arrows, and make haste to join the *The Siege of Annúminas*! This thrilling, standalone scenario for *The Lord of the Rings: The Card Game* first made its debut at Gen Con 2016 and later served as the centerpiece of the 2016 Fellowship Event. Its sixty-one cards (including three rules cards and an FAQ) pit players against the hordes of Carn Dum, with rules for both Standard Play and a unique Epic Multiplayer Mode in which you can fight the evils of northern Middle-earth alongside as many as eleven other players!

FFG UMEC72..... PI



RUNEWAR: THE MINIATURES GAME - ESSENTIALS PACK

The *Essentials Pack* gives you all the non-figure accessories you need to play the *Runewars Miniatures Game*. Tokens, terrain, templates, cards, and dice are all included in the pack to help field the various armies of Terrinoth. Use the upgrade cards included in the pack to further customize your armies before leading them to glorious victory! Scheduled to ship in July 2017.

FFG RWM13..... \$24.95

RUNEWAR: THE MINIATURES GAME - GRASSY FIELD PLAYMAT

The *Grassy Field Playmat* is the perfect way to expand your miniatures game experience. This 3-foot by 3-foot field provides a large, clean, and stylish play area for your favorite games, like the *Runewars Miniatures Game*. Deploy your armies in style with the *Grassy Field Playmat*.

FFG FFS64..... PI



FEATURED ITEM



RUNEWAR: THE MINIATURES GAME - LATARI ELVES ARMY EXPANSION

The *Latari Elves Army Expansion* ushers in a brand-new faction to the world of the *Runewars Miniatures Game* in the form of the Latari Elves. The expansion includes four new units, the Deepwood Archers, the Leonx Riders, the Aymhelin Scions, and a new hero (Aliana of Summersong), enough to field an army of Latari Elves. The expansion also includes tokens, new mechanics, and twelve upgrade cards for further customization. Scheduled to ship in July 2017.

FFG RWM14..... \$59.95

STAR WARS IMPERIAL ASSAULT: SKIRMISH MAP - JABBA'S PALACE

The Empire holds sway over much of the galaxy; its oppressive banners fly high above countless worlds. But on the Outer Rim, though the Empire may claim dominion, the true power is held by the underworld - the criminals, smugglers, assassins, bounty hunters, slavers, and enforcers who make their unscrupulous living by fighting for the highest bidder. Now, travel into the heart of these mercenaries' power on Tatooine with the *Jabba's Palace Skirmish Map* for *Imperial Assault*. Measuring 26" x 26", the *Jabba's Palace Skirmish Map* portrays tangled corridors, Jabba's throne room, and the rancor pit printed directly onto the mat, with plenty of room to place your cards and tokens.

FFG SWI50..... PI



STAR WARS LCG: AGGRESSIVE NEGOTIATIONS FORCE PACK

As the *Alliances Cycle* provides you greater incentive to bring two or more affiliations together, it also explores the many friendships, partnerships, and conspiracies that have shaped and defined the *Star Wars* universe. *Aggressive Negotiations*, the second Force Pack in the *Alliances Cycle* for *Star Wars: The Card Game*, explores the loose associations between the galaxy's underworld informants and the Empire's Troopers, Droids, and jailers. Simultaneously, light side players can reach out to the Force alongside Chirrut Imwe and the Wookiees of Kashyyyk, using their talents to avoid dark side opponents eager to hunt them down, take them captive, and extract whatever secrets they may know. Scheduled to ship in July 2017.

FFG SWC38..... \$14.95



THE LATARI ELVES JOIN THE FRAY



THE RULES OF WAR HAVE CHANGED

Runewars Miniatures Game | Latari Elf Army Expansion - RWM14 | \$59.95

Full contents not shown.


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STAR WARS RPG: FORCE AND DESTINY SPECIALIZATION DECKS

Keep the focus on your games of *Star Wars: Force and Destiny* with this series of Specialization Decks and a Signature Ability Deck for your group's Sentinels. Whether you're playing as a Racer, an Investigator, or a Sentry, you'll find all of your talents clearly outlined and illustrated among these Specialization Decks. The Signature Abilities Deck also covers the base ability and upgrades for a Sentinel's greatest abilities: "My City" and "Unmatched Foresight". Scheduled to ship in April 2017.

INVESTIGATOR

FFG USWF32PI

RACER

FFG USWF31PI

SENTINEL SIGNATURE ABILITIES

FFG USWF34PI

SENTRY

FFG USWF33PI

SPOTLIGHT ON



STAR WARS X-WING MINIATURES GAME: AUZITUCK GUNSHIP EXPANSION PACK

Designed by Appazanna Engineering Works of Kashyyyk and equipped with three wide-range Sureggi twin laser cannons, the Auzituck gunship was known for its impressive firepower and incredible durability. The *Auzituck Gunship Expansion Pack* brings this ship to *Star Wars: X-Wing* as a resilient, pre-painted, small-base Rebel starship with three attack, one agility, and six hull protected by three shields and the reinforce action. You'll also find even more ammunition and defensive options among the expansion's four ship cards and six upgrades. Scheduled to ship in July 2017.

FFG SWX64\$14.95

SPOTLIGHT ON



STAR WARS X-WING MINIATURES GAME: SCURRG H-6 BOMBER EXPANSION PACK

The Scurrg H-6 Bomber was crafted with combat versatility in mind. It was armed with powerful shields and a bristling array of destructive weaponry, and one of its prototypes was infamously stolen by Captain Nym. You'll find not one, but two different ship cards for this notorious pirate in the *Scurrg H-6 Bomber Expansion Pack* for *Star Wars: X-Wing*, allowing you to fly him with the Rebellion or the galaxy's Scum and Villainy. Additionally, the expansion's pre-painted, small-base miniature starship is accompanied by three other ship cards, plus a hefty complement of ten upgrades laden with ordinance. Scheduled to ship in July 2017.

FFG SWX65\$19.95

SPOTLIGHT ON



STAR WARS X-WING MINIATURES GAME: TIE AGGRESSOR EXPANSION PACK

The TIE aggressor was designed for long missions, supply chain raids, and tactical flexibility, and in *Star Wars: X-Wing* it can lend a great deal of tactical flexibility to your Imperial fleet. Much of this versatility comes through the ship's ability to equip a turret weapon and a pair of missiles. Altogether, the *TIE Aggressor Expansion Pack* pairs its pre-painted miniature starfighter with four ship cards and five upgrades, plus everything else you need to fly the ship to battle. Scheduled to ship in July 2017.

FFG SWX66\$14.95

FLOODGATE GAMES

DOME CRUSHERS

Dome Crushers is the tiny card game of titanic arena battles! Scheduled to ship in August 2017. PSI FGGDC01\$9.95

FOXMIN D GAMES



FLIPOLO: THE FRANTIC FLIP GAME

Match double-sided animal tiles on the board in *Flipolo*, the Frantic Flip Game! Scheduled to ship in June 2017.

FOX FLIPOLOBIL\$14.95



FLIPPY FOX

Flippy the red fox likes to hide and disguise itself! Children can follow the image cards contained in the box or use their fertile imagination to change Flippy into a myriad of other wonderful animals or forms. Scheduled to ship in May 2017.

FOX FLIPPYBIL\$24.95



GOGO GEARS

Let your imagination spin freely with *GoGo Gears*! Have fun placing the colorful gears on the grid, then watch them go into playful motion. *GoGo Gears* comes with seven different wooden gears and 10 visual examples to get you started. Scheduled to ship in May 2017.

FOX GEARSBIL\$24.95



SLIDE BLAST

Launch yourself down the waterpark's exhilarating slides in this tile-laying game! In *Slide Blast*, by cleverly choosing and placing tiles, players seek to build the longest slide with high-speed straightaways, gut-wrenching curves, and mind-blowing tunnels! Scheduled to ship in June 2017.

FOX MDLSLIDBIL\$29.95



SPORTS DICE: BASEBALL

Roll It Out of the Park! Square off in an epic batter-pitcher dice duel in *Sports Dice Baseball*! Roll to try and strike out your opponent; then take your spot in the batter's box and try to hit a home run! Scheduled to ship in June 2017.

FOX FWSPDBASE\$11.95

SWITCH IT

It's as Obvious as Night and Day! Turn the fun on with *Switch It*, a fast-paced game where players try to be the first to locate objects or colors depending on if it's nighttime or daytime. Scheduled to ship in June 2017.

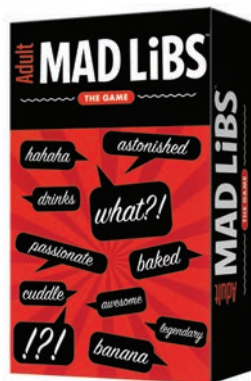
FOX SWITCHBIL\$14.95

OWLY OWL

Owly the feathery owl sometimes stares or winks at us with his big eyes! Children can follow the image cards contained in the box or use their fertile imagination to change Owly Owl into a myriad of other wonderfully colored forms. Scheduled to ship in May 2017.

FOX OWLYBIL\$24.95

FULLY BAKED IDEAS



ADULT MAD LIBS: THE GAME

It's the wordplay you love about *Mad Libs*, but with a whole new dynamic and lots more innuendo! Play Word Cards from your hand to complete the Sentence Card in the most appropriately inappropriate way possible. Funniest sentence wins the round and the first player to win three rounds wins the game!

LOO 423 \$20.00

STONER FLUXX DECK

Stoner Fluxx is a marijuana-themed version of the hit card game *Fluxx* - it's a game about toking with your friends, getting the munchies, and changing the rules. Back by popular demand, this bigger, bolder edition features 16 new cards (including three Creepers: Munchies, Dry Spell, and The Mooch) with new color artwork in a nicer, larger box.

LOO 420 \$20.00



DRINKING FLUXX

Looney Labs' *Fluxx* turns 21 and they're celebrating with *Drinking Fluxx*! With rules that are always changing, *Drinking Fluxx* will keep you on your toes and shake up any adult party.

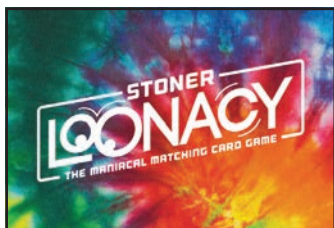
LOO 421 \$25.00



STONER LOONACY DECK

This version of *Loonacy*, the fast-paced matching game, uses imagery from *Stoner Fluxx*. Players race to be the first person to empty their hand of seven cards by matching them to the cards on the table.

LOO 422 \$14.00



GALE FORCE NINE

TANKS

Scheduled to ship in August 2017.

US DESERT 2 GAME MAT 36" X 36"

GF9 TANKS51 \$28.60

US LEE

GF9 TANKS49 \$9.99

US PRIEST

GF9 TANKS48 \$9.99

GAMES & GEARS



DARKER DEEDS: DARKER DEEDS EXPANSION

More wickedness and skullduggery abound in *Darker Deeds*, a new expansion to *Darker Deeds*, the Game of Malicious Minions! For *Darker Deeds*, Games & Gears selected cards from their previously available, limited edition booster packs created for AdeptiCon and Gen Con, leaving a handful and any associated mechanics as exclusives to those limited edition sets, while adding 16 entirely new cards to the mix. Rounding off the deck are three new, perilous-to-pick-up *Dark Deed* cards, bringing the total card count to 30. Also included is a very stylish, bone-colored, custom d12 dice, useful when playing the 'Sniped!' Plot card and simultaneously rolling to beat a rival minion's attack, as well as a metal 'Most Suspicious Minion' coin which is passed around players as they gain or lose suspicion to spice things up.

GNG 004 \$22.00

Every Game IS A Party!



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GAMES WORKSHOP

BLOOD BOWL



**THE GOUGED EYE
BLOOD BOWL TEAM**

GAW 200-15 \$35.00



TEAM TITANS CARDS PACK

GAW 200-04-60 \$15.00



TROLL

GAW 200-24 \$25.00

CITADEL SUPPLIES



KNIFE

GAW 66-61-NEW \$32.00



SAW

GAW 66-08-NEW \$32.00



TWEEZERS

GAW 66-10-NEW \$12.50

SHADOW WAR: ARMAGEDDON



SHADOW WAR: ARMAGEDDON

GAW AR-60 \$130.00



**SHADOW WAR ARMAGEDDON
RULEBOOK SOFTCOVER**

GAW AR2-60 \$40.00

WARHAMMER: AGE OF SIGMAR



**SECTOR MECHANICUS -
ALCHOMITE STACK**

GAW 64-40-NEW \$50.00



**SECTOR MECHANICUS -
FERRATONIC FURNACE**

GAW 64-38-NEW \$50.00



**SECTOR MECHANICUS -
GALVANIC MAGNAVENT**

GAW 64-45-NEW \$75.00

WARHAMMER



**CHAOS BATTLETOME - BLADES OF
KHORNE HARDCOVER**

GAW 83-01-60-NEW \$40.00



**CHAOS WARSCROLL CARDS -
BLADES OF KHORNE**

GAW 83-04-60-NEW \$25.00



**KHARADRON OVERLORDS
ARKNAUT ADMIRAL**

GAW 84-31 \$25.00



**KHARADRON OVERLORDS
ARKNAUT COMPANY**

GAW 84-35 \$45.00



**KHARADRON OVERLORDS
ARKNAUT FRIGATE**

GAW 84-39 \$80.00



**KHARADRON OVERLORDS
BATTLETOME HARDCOVER**

GAW 84-02-60 \$40.00



**KHARADRON OVERLORDS
FRUNDSTOK THUNDERERS**

GAW 84-37 \$40.00



**KHARADRON OVERLORDS
GRUNDSTOK GUNHAULER**

GAW 84-38 \$50.00



**KHARADRON OVERLORDS
WARSCROLL CARDS**

GAW 84-03-60 \$15.00

WHITE DWARF APRIL 2017

GAW WD04-60 \$9.00

GAMING PAPER



GAMING PAPER DOUBLE SIDED 8" X 11" DRY ERASE INTERLOCKING TILES

Scheduled to ship in May 2017.

GRID/GRID 4 PACK GGP 0004 \$15.00
GRID/HEX 4 PACK GGP 0005 \$15.00

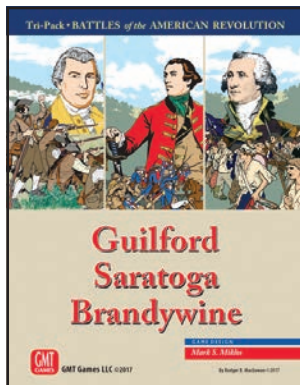
GMT GAMES



1960 - THE MAKING OF THE PRESIDENT

In *1960: The Making of the President*, players take on the role of Kennedy or Nixon vying for the right to lead the United States during the heart of the Cold War. However, it's not just foreign policy that poses a challenge to American leadership - the year 1960 is synonymous with great social upheaval and progress. The candidates must contend with the question of civil rights and balance their positions on social justice against the need for valuable Southern electoral votes. Of course, the ever-present issue of the economy also rears its ugly head, and both Nixon and Kennedy will compete to be the candidate with the voters' pocket books in mind. Scheduled to ship in June 2017.

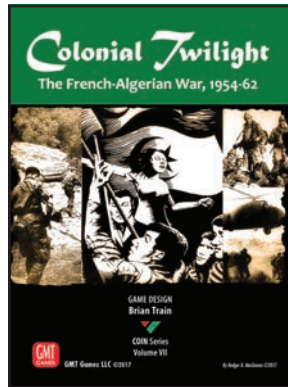
GMT 1706 \$85.00



AMERICAN REVOLUTION: GUILFORD, SARATOGA, BRANDYWINE TRI-PACK

This all-in-one boxed package is composed of new editions of the flagship games in GMT's *American Revolution Series* - *Saratoga*, the long-out-of-print *Brandywine*, and *Guilford/Eutaw Springs*. Scheduled to ship in September 2017.

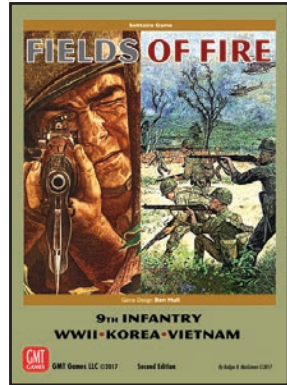
GMT 1702 \$65.00



COLONIAL TWILIGHT: THE FRENCH-ALGERIAN WAR, 1954-1962

November 1st, 1954: On the eve of All Saint's Day, armed members of the Front de Liberation Nationale arose in revolt across Algeria against the French colonial government. The authorities suppressed these first incidents quickly, but this date marked the beginning of an eight-year war that saw hundreds of thousands of casualties, widespread atrocities and reprisals, political and social turmoil, and the effective end of the French Empire. *Colonial Twilight* takes 1 to 2 players into the tangled web of military and political actions comprising this anti-colonialist struggle. Scheduled to ship in July 2017.

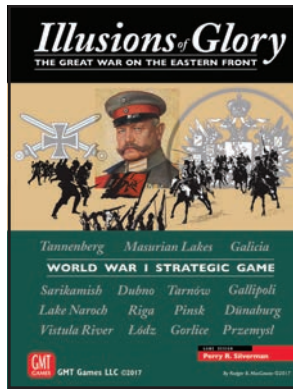
GMT 1704 \$75.00



FIELDS OF FIRE: BATTLES OF THE 9TH REGIMENT US INFANTRY IN WWII, KOREA, AND VIET NAM

Keep Up the Fire! This 2nd Edition of *Fields of Fire* is a solitaire game that features actual campaigns covering the battles of the 9th Regiment US Infantry in World War II, Korea and Viet Nam. Scheduled to ship in September 2017.

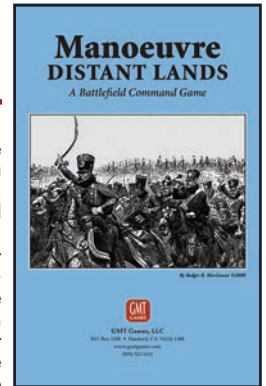
GMT 0816-17 \$75.00



ILLUSIONS OF GLORY: THE GREAT WAR ON THE EASTERN FRONT

The Allied Powers bring massive forces to bear against Germany, Austria-Hungary, Bulgaria, and Turkey while trying to prevent a game-changing revolution in Russia in *Illusions of Glory: The Great War on the Eastern Front*. The Central Powers must defeat Russia, hold off Italy, and win the upper hand in the Balkans - or face demoralization and rebellion at home. Scheduled to ship in July 2017.

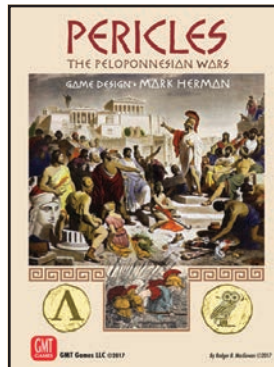
GMT 1708 \$65.00



MANOEUVRE: DISTANT LANDS

The regiment had fought countless battles across the European continent. War had been waged in Bavaria against the Prussians, Catalonia against the Spaniards, under the great pyramids against the relentless Turk, and even at New Orleans against those upstart Americans. Now, new challengers have arisen and a completely foreign army is arrayed across the battlefield. The Tri-Color fluttered in the breeze as rocket shells burst in the air. A new type of warfare was about to be unleashed. An expansion for *Manoeuvre*, *Distant Lands* introduces four new armies to bring the fight from the frozen north to the sub-continent and the mythic east. Included in this set are counters and cards for Sweden, the splintered Kingdoms of India, the Chinese 8-Banner Army, and the crumbling remains of the Japanese Shogunate. Scheduled to ship in April 2017.

GMT 1707 \$30.00



PERICLES: THE PELOPONNESIAN WARS

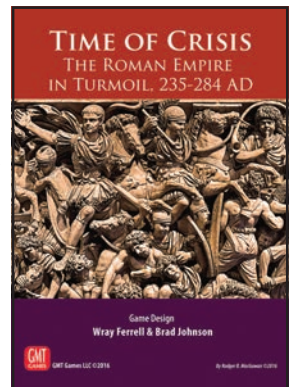
Pericles is a 'sandbox' wargame that covers the entire period of conflict described in Thucydides' classic history on the Peloponnesian wars. Here, two teams of Athenian and Spartan factions fight for Hegemony in 5th Century Greece, vying for control of their City States, strategy, and honor. Athens sees the Aristocrats debate issues with their opposing Demagogues, while in Sparta House Agiad and House Euryptid contend for royal dominance. Scheduled to ship in May 2017.

GMT 1701 \$85.00

TIME OF CRISIS: THE ROMAN EMPIRE IN TURMOIL, 235-284 AD

During the Crisis of the Third Century, the Roman Empire nearly collapsed in the face of calamitous internal and external strife, including continuous civil war and barbarian invasions from all directions. Beginning with the assassination of Emperor Alexander Severus, a period of 50 years saw nearly as many different men seize imperial power over all or part of the Empire, until the reforms of Diocletian in 284 AD ushered in an era of peace. In *Time of Crisis*, players take the reins of Roman dynasties, gathering and wielding influence among the senate, military, and people of Rome to ensure that their legacies are remembered by history instead of being lost to the mists of time. Scheduled to ship in July 2017.

GMT 1610 \$65.00



GOODMAN GAMES



DUNGEON CRAWL CLASSICS: #92 1/2 DREAD ON DEMON CROWN HILL

Long ago, Frygorix of the Thousand Lies, a foul demon, ruled with fear from atop a lonely hilltop, spreading death and plague across the land. Two brave siblings, one bearing an enchanted shield of great power, challenged the demon, vowing to slay it and free the land. In their climactic battle, black towers of six-sided stone arose from the hilltop, an eerie outcropping called the Demon Crown by some. Stories hold that the shield lies untouched within the Demon Crown, but who knows what else might dwell within those weird, dark pillars of unearthly rock? *Dread on Demon Crown Hill* is a Level 2 Dungeon Crawl. Scheduled to ship in July 2017.

IMP GMG50925 \$9.99

**JUDGES GUILD:****DARK TOWER 1E REPRINT**

In cooperation with Judges Guild, Goodman Games is pleased to present the original *Dark Tower!* Published in the same 1E rules set as the original edition, this volume is scanned from an original printing.

IMP GMG4611 \$29.99

GORILLA GAMES

BATTLESTATIONS:**2ND EDITION RULES COMPENDIUM**

Serving as a Field Guide to ship-to-ship combat and boarding actions, this Universal Republic Expeditionary Forces Training Manual for *Battlestations: 2nd Edition* is jam-packed with advanced rules of play, ship layouts, special abilities, equipment, treasure, and dozens of new missions co-written by reknown designers, including Richard Garfield, James Ernest, Ken St. Andre, Joey Vigour, and Jay Little. Scheduled to ship in July 2017.

OOC 1503 \$59.95

**BATTLESTATIONS: 2ND EDITION BOX**

Two obstacles to interstellar flight were solved in the 22nd Century: Hyperdrives to actually get us to other planets, and cloning technology to replace our bodies and brains from backups in the inevitable situation something goes wrong on the trip. Peacetime advancements released the vast resources of a sea of stars like a cosmic pinata. We need capable explorers. The more dangers that present themselves, the more opportunities for lowly travelers to ascend to become true heroes. There's a lot of emergencies happening on board your starship. Will you be a hero when the time arises? *Battlestations* is a tabletop starship simulator - a multi-map board game that simultaneously features ship-to-ship action in space and the events on board the ships involved in the conflicts. It's also a roleplaying game in which your characters grow throughout campaigns, gaining experience points, upgrades, and new abilities. You'll blast enemies, pull outrageous maneuvers, unlock the secrets of alien cultures, and crank the last bit of juice out of an overtaxed engine while trying not to get yourself, your crew, or your starship blown to bits in the process! Scheduled to ship in July 2017.

OOC 1505 \$99.95

GREATER THAN GAMES

SPOTLIGHT ON

SENTINELS OF THE MULTIVERSE: OBLIVAEON

The heroes of Earth and beyond have fought against the effects of an unknown cosmic power for time immemorial - and prevailed. However, other realities and timelines have not been so fortunate. This entity's sole purpose is to encroach upon the Multiverse and collapse all into a singularity which will self-implode, leaving naught but OblivAeon, the true heir to nothingness! Now, OblivAeon has manifested on Earth in this timeline to put an end to the pitiful resistance. One way or another, the Multiverse ends here! The final, climactic expansion to *Sentinels of the Multiverse*, *OblivAeon* features five familiar heroes serving as the last line of defense for the Multiverse, with a "Mission" deck full of quests the heroes embark on to gain allies and tools to aid them in the conflict, decks for Scions, Aeon Men, and OblivAeon, plus two environment decks and a comic book. Scheduled to ship in August 2017.

GTG SOTM-OBLY \$39.95



GREEN RONIN PUBLISHING

**BLUE ROSE DICE SET**

Manufactured by Q Workshop, this set contains six beautiful dice - three featuring the Blue Rose itself and three inscribed with the mystical Golden Hart - for use *Blue Rose: The AGE RPG of Romantic Fantasy!* Scheduled to ship in April 2017.

GRR 6504 \$14.95

IDW GAMES

**OUTPOST SIBERIA**

Welcome to Outpost 1, the first science observatory located in the isolated, frozen tundra of Siberia. You and your team have been investigating anomalous activities in the region, and recently things have shifted for the dire. The coming storm is said to be the "Storm of the Century", strange howls and buzzing fill the long nights, and, yesterday, a crewmember went AWOL... or worse. Now, the crew's only hope is to use what little resources you have to survive the long winter cold - and whatever's out there in it! *Outpost: Siberia* is a fully cooperative, survival game designed by Jon Gilmour, co-designer of *Dead of Winter*.

IDW 01271 \$19.99

**TORRES**

Disaster has come to the land as the king's reign nears its end and the kingdom has fallen into disrepair. To ensure continued peace, the king must choose a successor among his sons. With a single, hopeful decree, the king announces that his sons have three years to rebuild the once-majestic kingdom. The prince who builds the most impressive castle may yet have a chance to repair the prestige of the shattered kingdom. As your towers rise, so too will the people's hope in a new era of prosperity in *Torres*.

IDW 01311 \$49.99

IRON WIND METALS

ANUBIS ABS-5Y MECH (TRO 3145) CAPELLAN CONFEDERATION

Scheduled to ship in July 2017.

IWM 20-5150 \$10.50

AVALANCHE AVL-10 PRIME MECH (TRO 3145) DRACONIS COMBINE

Scheduled to ship in July 2017.

IWM 20-5151 \$12.95

CUIRASS CDR-1X MECH (TRO 3085) SUPPLEMENTAL

Scheduled to ship in July 2017.

IWM 20-5152 \$12.50

UZIEL UZL-2S / UZL-8S MECH RESCULPT (TRO 3067)

Scheduled to ship in July 2017.

IWM 20-5153 \$12.95

IELLO

**ARENA: FOR THE GODS**

Welcome to the Arena of the all-powerful, where only the greatest mythological heroes fight to please the Gods. With *Arena*, dive into a universe in which heroes from six different pantheons, handpicked by a divine hand for a battle to the death, fight together for the entertainment of their Gods. Scheduled to ship in August 2017.

IEL 51389 \$39.99

TEENAGE MUTANT NINJA TURTLES: SHADOWS OF THE PAST, CASEY JONES HERO PACK EXPANSION

This Hero Pack for *Teenage Mutant Ninja Turtles: Shadows of the Past* allows you to use Casey Jones as a playable Hero in any base game scenario, and contains an additional Adventure Comic with four new missions!

IDW 01263 \$17.99





BUNNY KINGDOM

Peace has come at last to the great Bunny Kingdom! Lead your clan of rabbits to glory by gathering resources and building new cities across the land! In Richard Garfield's *Bunny Kingdom*, players draft cards to position their warrens, provide resources to their colonies, and build new cities to increase their influence. Settle in lakesides or fields to collect water and grow carrots, gather mushrooms in the green forest, and climb the highest mountains to discover rare and precious resources. Secretly rally rabbit lords and recruit skillful masters to make your cities and resources even more valuable in the *Bunny Kingdom*! Scheduled to ship in August 2017.

IEL 51313..... \$49.99

INDIE BOARDS & CARDS



PIRATE 21

Avast Ye, Mateys! Lookit thar! It be a chest of gold! But, how to divvy up th' loot? Aye! Draw your cards and watch out for yer hornswagglin' mateys! Gamblin' be the pirate way in *Pirate 21*, a competitive card game in the vein of *Blackjack*. Scheduled to ship in August 2017.

PSI IBCP21A..... \$14.99



WITCHING HOUR

Witching Hour is a card game where players compete over three rounds to control the Witches Cup. Armed with enchanted objects, they will attack, defend, and use specialty abilities to hex their rivals. The player with the fewest points at the end wins the Cup. Scheduled to ship in August 2017.

PSI IBCWIT1..... \$14.99

JAPANESE GAMES



ALICEMANTIC HEROES

Empower your kingdom and increase your territory in *Alicemantic Heroes*! Scheduled to ship in June 2017.

GGD JPG145.....PI



CLOCKWORK EMPIRE

Hundreds of years have passed since the last vestiges of humanity disappeared from the face of the Earth. By coincidence or design, a single strike of lightning gave power to an ancient and ruined factory. The rusted gears and mechanisms creaked to life, creating what was to be called "the first four" of the Clockwork Workers. These four, empowered by rare crystals, slowly and deliberately started following one, single command that the perishing humanity had programmed into them. As if to mirror human history, the workers toiled to increase their numbers, spawning artificial societies and cultures, and growing their power and influence. As one of these first four, you must construct as many workers as you can and expand your reign over this new Clockwork Empire. Scheduled to ship in July 2017.

GGD JPG490.....PI



DRAGON PETS

Nobody said being a dragon breeder was easy... and the competition is heating up! You have two fine specimens to start with. All you need to do is send your Dragon Seekers out into the forest to find a suitable match, but there are other breeders trying to grab the best dragons before you can! Can you outwit your rivals and claim the title of Supreme Dragon Breeder? Scheduled to ship in July 2017.

GGD JPG140.....PI

Uwe Rosenberg

Glass Road

Glass road puts the players in the role of medieval glass-makers and celebrates the tradition of Bavarian glasswork. Make the best uses of your resources and specialists to win the game!

Learn more!



Mayfair Games®



mayfairgames.com

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**DYNAMITE NURSE**

Heal Your Patients, Harm Your Rivals! In the deck-building game *Dynamite Nurse*, hospitals are revered as holy temples of healing as you aspire to become a nurse of great renown. Set in a fantasy world, players in *Dynamite Nurse* endeavor to heal brave adventurers injured by dangerous monsters, while avoiding rival nurses seeking to harm your reputation. Scheduled to ship in August 2017.

GGD JPG550PI

**SHINOBI**

The Great Daimyo of the Ninja Clans has died under mysterious circumstances - just like his predecessor, and his predecessor's predecessor, through time immemorial. In order to take his place and serve the Shogun, the Daimyos of each clan have begun the selection process. If you want to become the next great Daimyo, you need only manage one thing: be the last survivor. Scheduled to ship in July 2017.

GGD JPG465PI

**HEART OF CROWN:
FAR EAST EXPANSION**

Trade crosses great distances as do people, goods, and the flames of war in *Far East*, the first expansion to *Heart of Crown*, a deck-building card game about an epic struggle over imperial succession. Scheduled to ship in July 2017.

GGD JPG151PI

**STARLIGHT STAGE**

In *Starlight Stage*, players manage a talent agency trying to develop idols and send them out to perform and gain fame. Build up reserves of the three types of talent (Acting, Music, and Charm) to reach greater achievements while performers grow and take on new personas. Scheduled to ship in July 2017.

GGD JPG650PI

**SWORD ART ONLINE DICE GAME**

Log Out - or Die! Designed by Senji Kanai (*Love Letter*, *Lost Legacy*), players in *Sword Art Online The Board Game: Sword of Fellows* take on the role of one of six characters trapped in the world's first 'VRMMORPG' (Virtual Reality Massively Multiplayer Online

Role-Playing Game). Defeat the enemies of Aincrad and escape back into the real world in this fully-cooperative, dice-based battle game. Scheduled to ship in July 2017.

GGD JPG600PI

JASCO**STREET FIGHTER CCG:
BOOSTER DISPLAY (24)**

Use these booster packs to train any fighter in the *Universal Fighting System* and take another step towards becoming the ultimate universal fighter! Scheduled to ship in June 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS27A \$95.76

**STREET FIGHTER CCG: CHUN LI VS. RYU
2-PLAYER STARTER DISPLAY (6)**

Based on the popular video game franchise and part of Jasco Games' *Universal Fighting System*, this 2-player Starter for the *Street Fighter Collectible Card Game* pits Chun Li against Ryu - straight out of the box and ready to fight! Offered in 6-count displays. Scheduled to ship in June 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

IMP JASUFS27D\$149.94

JUNK SPIRIT GAMES**BY ORDER OF THE QUEEN**

Noonshade Keep is the epicenter of the prosperous Kingdom of Tessandor. Although there is peace, the kingdom is under constant threat by a myriad of monsters and evildoers from within and on its borders. When the King is lost in battle and feared dead, the kingdom's adversaries choose to launch their assault on the keep! Fortunately, the Queen is an incredibly intelligent and pragmatic military strategist. Now in charge, she enacts her plan to save Tessandor, calling out to all heroes across the land to fight for their Queen and drive back the evil tide! Complete quests, combat monsters, and fulfill the Queen's orders to save the Kingdom in *By Order of the Queen*, a cooperative fantasy RPG-lite board game. Scheduled to ship in July 2017.

JSG 02\$64.99

**KENZER & COMPANY****KNIGHTS OF THE DINNER TABLE:****THE CATTLEPUNK CHRONICLES:
THE FOUR HERDSMEN OF THE APOCALYPSE**

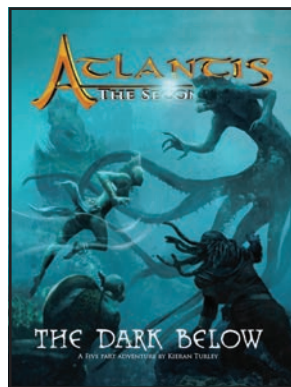
This Wild West-themed *Knights of the Dinner Table* compilation features the misadventures of the Knight's darker associates, the Black Hands. It, too, features a complete story arc dedicated to the genre based on earlier stories that have been edited, re-storyboarded and stitched together to form a Director's Cut of the Black Hand's (mis)adventures in the Old West that never was.

KEN 316\$14.99

KHEPERA PUBLISHING**ATLANTIS - THE SECOND AGE RPG:
DEATH AMONG THE TREES**

High in the mountains, cut off from polite society, an aged alchemist once plumbed the secrets of immortality. But, at what cost? Uncovered by chance, the horrors of the past seek the light of day once more. The Heroes must delve into the hidden mysteries to face horrors unheard of in *Death Among the Trees*, a full-length adventure for *Atlantis - The Second Age*. Scheduled to ship in July 2017.

IMP KHP032\$12.99

**ATLANTIS - THE SECOND AGE RPG:
THE DARK BELOW**

The fortress-island of Sargon's Spur dominates the southern edge of the Sargasso Sea. But, all is not well on the scholarly retreat; the great pinnacle lies under siege by a Makara horde while beneath the waves something inconceivably ancient and evil stirs from its timeless sleep. Can the heroes discover the secret of Sargon's Spur, and more importantly, can they survive to tell the tale? *The Dark Below* is a full-length adventure for *Atlantis - The Second Age*. Scheduled to ship in July 2017.

IMP KHP031\$12.99



KIDS TABLE BOARDGAMES



FOODFIGHTERS

Late at night, your kitchen comes alive in a food-flinging fight to rule the tabletop! Meat march into battle against the Veggies and food flies as the factions clash! Who will emerge as the top banana, the big cheese, the cream of the crop, the burger king?!? That all depends on YOU! Command your fighting Food Factions to reign supreme in the kitchen in *Foodfighters!*

IMP KTG1001 \$21.00



FOODFIGHTERS: S'MORES EXPANSION

Your fingers are going to get a bit sticky with this one! The *S'mores* expansion for *Foodfighters* includes nine new faction fighter tiles, three S'mores-only power cards (Sticky Fingers, Gimme S'More, and Fired Up), and a sheet of nine thought-bubble clingers.

IMP KTG1003 \$4.99

KONAMI DIGITAL ENTERTAINMENT



YU-GI-OH! TCG: 2017 MEGA-TINS CASE (12)

The 2017 Mega-Tins for the Yu-Gi-Oh! Trading Card Game serve up an annual holiday season treat of some of the year's most popular cards! Each Tin includes three 16-card Mega-Packs containing the top cards from 2016 and 2017's booster sets (*Shining Victories*, *The Dark Illusion*, *Invasion: Vengeance*, and *Raging Tempest*). Also, each Mega-Pack contains one card of each foil rarity, as well as additional variant cards - all encased in an awesome metal storage case with brand-new art. Duelists can choose one of two tins showcasing either the dual nature of Yami Yugi and Yugi Muto, or the singular awesomeness that is Seto Kaiba! Offered in 12-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83390 \$239.88

SPOTLIGHT ON



YU-GI-OH! TCG: CODE OF THE DUELIST BOOSTER DISPLAY (24)

Kicking off a brand-new era of Yu-Gi-Oh!, this 100-card expansion for the Yu-Gi-Oh! Trading Card Game combines Fusion, Ritual, Synchro, Xyz, Pendulum, and the newest member of the family, Link Monsters. 9 cards per pack / 24 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 83359-D \$95.76



YU-GI-OH! TCG: BATTLES OF LEGEND - LIGHT'S REVENGE BOOSTER DISPLAY (24)

Gladiator Beasts! Indestructible Timelords! Minerva, the Exalted Lightsworn! The *Battles of Legend - Light's Revenge* expansion for the Yu-Gi-Oh! Trading Card Game brings cards from climactic Duels seen in multiple Yu-Gi-Oh! animated TV series to print for the very first time and combines them with championship-winning cards from real life! 5-cards per pack / 24-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 83320 \$95.76



YU-GI-OH! TCG: LINK STRIKE STARTER DECK DISPLAY (10)

Link Monsters let you bring a brand-new level of domination to your Duels by mastering not just how you play your cards, but where you play them, too! Each *Link Strike Starter Deck* for the Yu-Gi-Oh! Trading Card Game comes with three all-new, all-foil Link Monsters to add to your Extra Deck, plus a 43-card Main Deck, an updated Game Mat showing the new Extra Monster Zones, and a Beginner's Guide. Offered in 10-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. KON 83342 \$99.90

LABORATORY GAMES



100 SWORDS

100 Swords is an easy-to-learn, sword-based, dungeon-crawling micro deck-builder! All you need is a Dungeon Deck and a friend for a quick delve in search of magical items, weird monsters, a bunch of doors, and, of course, swords! Load up with as much as you can carry and run head first into the dungeon, exploring rooms and revealing monsters, all while keeping track of hidden treasures and swords! This deck is a standalone dungeon complete with items, monsters, and a Boss. Scheduled to ship in July 2017.

THE GOLD KING'S DUNGEON IMP LGL410 \$14.99

THE SILVER QUEEN'S DUNGEON IMP LGL411 \$14.99



100 SWORDS EXPANSION PACKS

Dungeon Builder Sets combine with any *100 Swords* Dungeon Deck to create a fresh adventure in a familiar dungeon. Each set contains 15 new item, obstacle, and monster cards (including a new Boss!) that can be slapped onto any standalone dungeon to lengthen your game and add new challenges and puzzles to solve! Scheduled to ship in July 2017.

THE GARDENIN' ELM IMP LGL415 \$7.99

GARUDA IMP LGL413 \$7.99

THE HEADS OF THE HYDRA IMP LGL416 \$7.99

THE HIVE EMPRESS IMP LGL414 \$7.99

THE MULTI-USER DUNGEON IMP LGL412 \$7.99

LAMENTATIONS OF THE FLAME PRINCESS

**LAMENTATIONS OF THE FLAME PRINCESS
RPG: VEINS OF THE EARTH**

A setting sourcebook for *Lamentations of the Flame Princess: Weird Fantasy Role-Playing*, *Veins of the Earth* is the most important and comprehensive guide ever published for gaming in the depths of the earth. Scheduled to ship in July 2017.

IMP LFP0045 \$59.99

LEGION SUPPLIES

**KRAKEN**

Scheduled to ship in July 2017.

CARD SLEEVES (50)

LGN MAT071 PI

DECK BOX

LGN BOX071 PI

PLAYMAT

LGN PLM071 PI

**LOTUS**

Scheduled to ship in July 2017.

CARD SLEEVES (50)

LGN MAT072 PI

DECK BOX

LGN BOX072 PI

PLAYMAT

LGN PLM072 PI

**VEILED KINGDOMS ST. LEVIN**

Scheduled to ship in July 2017.

2X2 BINDER LGN BN4VK02 PI

CARD SLEEVES (50) LGN MATVK02 PI

DECK BOX2 LGN BOXVK02 PI

PLAYMAT LGN PLMVK02 PI

**VEILED KINGDOMS VAST**

Scheduled to ship in July 2017.

2X2 BINDER LGN BN4VK01 PI

CARD SLEEVES (50) LGN MATVK01 PI

DECK BOX2 LGN BOXVK01 PI

PLAYMAT LGN PLMVK01 PI

**VEILED KINGDOMS OASIS**

Scheduled to ship in July 2017.

2X2 BINDER LGN BN4VK03 PI

SLEEVES (50) LGN MATVK03 PI

DECK BOX2 LGN BOXVK03 PI

PLAYMAT LGN PLMVK03 PI

LEVEL 99 GAMES

**TOMB TRADER**

Get the Treasure, and Get Out! If only it were that easy! You and your friends have joined an archaeological excavation, not for the sake of antiquity or history, but simply in the hopes of lining your pockets with the best treasures and smuggling them back to civilization. Each day, sneak into the tomb to loot high-value items - but, watch out! Your neer-do-well friends all have the same idea! You'll have to be a swift and skilled negotiator in order to divvy up the loot before being caught, while making sure you get the best cuts for yourself!

IMP L99TMBTR \$25.00

LONE SHARK GAMES



FEATURED ITEM

**APOCRYPHA: THE WORLD**

Set on the precipice of a modern-day apocalypse, *Apocrypha* immerses 1 to 6 players in a conflict with the most dangerous entities in the universe. Players play "saints," characters who can see the monsters lurking in every alley and school lunch room. These characters grow through multiple sessions of gameplay, unlocking repressed memory fragments that expand their powers and capabilities. *Apocrypha* is a cooperative, adventure card game with a roleplaying twist created by Mike Selinker and the team at Lone Shark Games. This base set comes complete with 584 cards, 10 pawns, six bases, 20 dice, 30 dividers, a rulebook, and a storybook. Scheduled to ship in July 2017.

LSG 20101 \$74.95

MANTIC ENTERTAINMENT

THE WALKING DEAD: ALL OUT WAR

Scheduled to ship in August 2017.

SPOTLIGHT ON

**COLLECTOR'S EDITION**

MGE MGWD004 \$149.99

**ROAMER BOOSTER SET**

MGE MGWD115 \$19.99

WARPATH

Scheduled to ship in August 2017.

**ENFORCER BREACH &
ERADICATE TEAM (5)**

MGE MGWPE307 \$17.99

**FORGE FATHER DOOMSTORM
PATTERN IRON ANCESTOR**

MGE MGWPF404 \$24.99

**ENFORCER DEFENDER TEAM (5)**

MGE MGWPE305 \$17.99

**FORGE FATHER HAMMERFIST
DROP TEAM (6)**

MGE MGWPF305 \$29.99

BOOK BOX

Scheduled to ship in June 2017.



CINDERELLA AT THE BALL 300PC
MPP 31722 \$16.00



LITTLE MERMAID 300PC
MPP 31723 \$16.00

CLASSIC WOOD PAINT KIT

Scheduled to ship in June 2017.



DRAGON KINGDOM
This 'Paint Your Own' Dragon Kingdom Craft Kit is made of real wood, and includes everything you need to create your own knights and dragon playset! The kit includes a wood castle, a wood knight stand-up figure, a wood dragon stand-up figure, 12 gem stones, two artist-quality paint brushes, one non-toxic metallic finish, five non-toxic acrylic paint tubs, a sticker sheet, and an instruction sheet.
MPP 21504 \$16.00



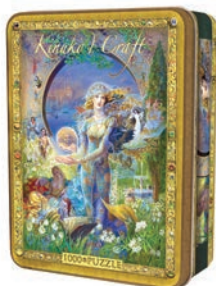
SPACESHIP X-FIGHTER
This 'Paint Your Own' Space Fighter Craft Kit is made of real wood, and includes everything you need to create a fun and unique toy. The kit includes a wood space fighter, a sticker sheet, a stencil sheet, one non-toxic metallic finish, five non-toxic acrylic paint tubs, two artist-quality paintbrushes, and an instruction sheet with a painting guide.
MMP 21640 \$16.00



**GLOW IN THE DARK:
SOLAR SYSTEM 100PC**
Scheduled to ship in June 2017.
MPP 11414 \$6.00

KINUKO Y. CRAFT TIN

Scheduled to ship in June 2017.



CYBELE'S SECRET 1000PC
MPP 71562 \$16.00



ELEANOR OF AQUITAINE 1000PC
MPP 71563 \$16.00

Five Seals of Magic

Welcome to the magical trial in the dungeons of the Arcana Tower! Here, in the hallways and dead ends of the labyrinth, hidden by dust and magic, protected by darkness and sealed away, lie scrolls containing the spells of the ancient enchanters. To overcome the trial and defeat your opponents, you will have to collect the most valuable scrolls, for only these powerful spells can turn you into the true Master of Magic!



SKU: MDG-4229
UPC: 080162887565



10+



2-5
players



30-60 min.

MAYDAY GAMES
www.maydaygames.com



RHIANNON 1000PC
MPP 71561 \$16.00



WILDWOOD DANCING 1000PC
MPP 71560 \$16.00

ONCE UPON A SHELF

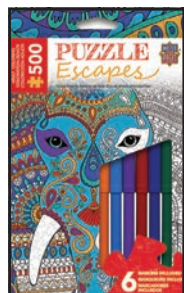
Scheduled to ship in June 2017.



MYSTICAL GARDEN
MPP 31619 \$12.00

PUZZLE ESCAPES

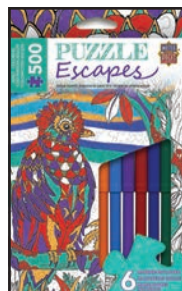
Scheduled to ship in June 2017.



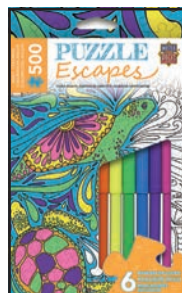
**ANIMALS COLORING:
ELEPHANT 500PC**
MPP 21682 \$10.00



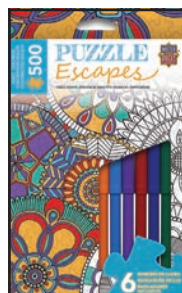
ANIMALS COLORING: OWL 500PC
MPP 21672 \$10.00



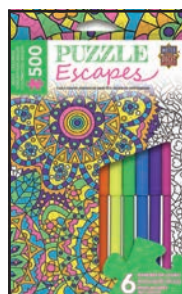
**ANIMALS COLORING:
QUETZAL 500PC**
MPP 21681 \$10.00



**ANIMALS COLORING:
UNDERSEA 500PC**
MPP 21680 \$10.00



**MANDALAS COLORING:
COLLAGE 500PC**
MPP 21686 \$10.00



**MANDALAS COLORING:
FLOWERS 500PC**
MPP 21685 \$10.00



**MANDALAS COLORING:
PATTERN 500PC**
MPP 21683 \$10.00



**MANDALAS COLORING:
SINGLE 500PC**
MPP 21684 \$10.00

SPACE SAVER BOX

Scheduled to ship in June 2017.



**MASTERS OF
PHOTOGRAPHY (4) 500PC**
MPP 51017 \$24.00



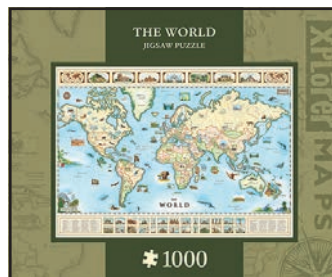
SWEET SHOPPE (4) 500PC
MPP 51128 \$24.00

XPLORER MAPS

Scheduled to ship in June 2017.



THE USA 1000PC
MPP 71793 \$18.00



**XPLORER MAPS:
THE WORLD 1000PC**
Scheduled to ship in June 2017.
MPP 71710 \$18.00



SPOT IT!

Spot It! comes in a collectible storage tin and contains 55 cards, plus instructions detailing all the icons and rules for playing all five different games. Scheduled to ship in June 2017.

MLB CHICAGO CUBS

MPP 41759 \$15.00

NFL LEAGUE VERSION

MPP 41747 \$15.00

NHL LEAGUE VERSION

MPP 41765 \$15.00



THE WIZARD OF OZ EMERALD CITY-OPOLY GAME

Make your way along the Yellow Brick Road to an Emerald City adventure with *The Wizard of Oz Emerald City-opoly!* Collect your favorite characters along way, including Scarecrow, Tin Man, and the Cowardly Lion. Avoid the castle of the Wicked Witch and her field of poppies, then get ready to meet the famous Wizard of Oz and discover "There's No Place Like Home!" Game tokens include Flying Monkey, Tornado, Toto in the Basket, Hot Air Balloon, Witch's Hat, and the Ruby Slippers. Scheduled to ship in June 2017.
MPP 41719 \$30.00

MAX PROTECTION



CLEAR ACRYLIC SLIDER BOX

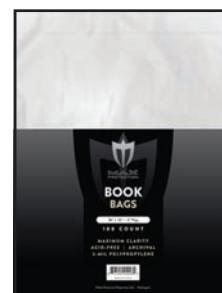
10 COUNT MAX MX-SB10 PI

25 COUNT MAX MX-SB25 PI

50 COUNT MAX MX-SB50 PI

100 COUNT MAX MX-SB100 PI

150 COUNT MAX MX-SB150 PI



10" X 13" BOOK STORAGE BAGS (100 PER PACK)

MAX MX-BB PI



1 SCREW SCREWDOWN
STANDARD 20PT CARDS
 MAX MX-1SPI
SUPER THICK 120 PT CARDS
 MAX MX-1S-SUPERTHICK.....PI
THICK 50PT CARDS
 MAX MX-1S-THICK.....PI



4 SCREW SCREWDOWN
STANDARD 20PT CARDS
NON-RECESSED
 MAX MX-4SNR.....PI
RECESSED
 MAX MX-4SRPI



ZOMBIE POKER DECK -
STANDARD SIZE PLAYING CARDS
 MAX MX-DEAD-POKER.....PI

MAYDAY GAMES

FIVE SEALS OF MAGIC - WHO WILL BE THE NEXT ARCHMAGE?

Welcome to the magical trial in the dungeons of the Arcana Tower! Here, in the hallways and dead ends of the labyrinth, hidden by dust and magic, protected by darkness and sealed away, lie scrolls containing the spells of the ancient enchanter. To overcome the trial and defeat your opponents, you will have to collect the most valuable scrolls, for only these powerful spells can turn you into the true Master of Magic! Scheduled to ship in August 2017.
 MDG 4229..... \$50.00



MAYFAIR GAMES



FEATURED ITEM



BÄRNPARK

Bear Parks - the next big thing! In order to be successful, you must skillfully (and quickly) fit together enclosures, animal houses, and green areas to earn points, and use every available inch of your land, while construction crews let you claim land to build onto. Bärenpark takes you into the world of bears, challenging you to build your own bear park in this quick and fun puzzle adventure. Scheduled to ship in May 2017.
 MFG 3530 \$42.00

FLEA MARKET

It's Market Day, so head down to the flea market to see what hidden treasures you can find. As a buyer's agent, you are trying to find popular items, buy them cheap, and sell them for a profit!

Learn to Play

mayfairgames.com

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FEATURED ITEM

CAVERNA: CAVE VS CAVE

With only two pairs of helping hands, you stand at the entrance to your new cave dwelling. But, there's much work to do and no time to lose! The nearby tribe is doing better than you and this can't stand! Carve your way deeper into the mountain and create a cozy cave. Gather grain, flax, and building materials. Mine for precious metals and become wealthier than you, or your rivals, ever dreamed! Scheduled to ship in August 2017.

MFG 3525 \$28.00



MERCURY GAMES

ZOMBIE SLAM

A zombie outbreak has gripped the entire town! In *Zombie Slam*, players attempt to survive the night and fill their backpacks with supplies by 'slamming' supply cards before their fellow survivors. Win as a survivor, or even a zombie! Scheduled to ship in August 2017.

PSI MCY1702 \$25.00

MODIPHUS



ACHTUNG! CTHULHU SKIRMISH: COMMANDER'S SET

Powered by Spartan Games' *Dystopian Legions 2.0* rules set and designed for 28mm miniature lines, *Achtung! Cthulhu Skirmish* introduces players to the terrifying conflict fought to stop the sorcerous Nazi cult of the Black Sun from unleashing a tide of Mythos horrors against the Allies. The *Commander's Set* comes complete with the *Achtung! Cthulhu Skirmish Rulebook*, a 54-Card Deck (TAC cards, Mythos Events, Spell Cards), 15

D6 Dice, and Template, Token, Tracker, and Reference Sheets.

IMP MUH050479 \$32.50



FATE RPG: MINDJAMMER - BLUE - ADVENTURE IN THE RUINS OF AN ALIEN WORLD

There's been a murder on the fallen world of Blue, a planet of ragtag survivors and curious human colonists researching the remains of a near-transcendent alien civilization. But, the culprit is stranger than anyone had imagined! And, as factions manoeuvre for influence and control, a mystery is uncovered which threatens to change the Commonality forever! *Blue* is a multi-session adventure supplement of intrigue, conspiracy, and mystery spanning an entire star system for *Mindjammer*. Scheduled to ship in July 2017.

IMP MUH042206 \$24.99



FATE RPG: MINDJAMMER - THE FAR HAVENS

A campaign pack supplement for *Mindjammer*, *The Far Havens* provides rich setting detail for an exotic polity far beyond the Commonality frontier, above the galactic plane, which fiercely resists the inexorable advance of the event horizon probes. Join the Licensed Free Agents and the New Traders, explore this perilous frontier, and fight the machinations of the Commodus sentience and the rise of ancient powers. Scheduled to ship in July 2017.

IMP MUH042205 \$24.99



MUTANT CHRONICLES RPG: MUTANTS AND HERETICS SOURCE BOOK

Hidden amongst the shadows of abandoned buildings and crawling through the very bowels of the city are the misunderstood and the corrupt, those twisted mutants and insane Heretics that hide from the Light. To the common man on the street, mutants are as contemptible as Heretics. But, are they a vile by-product of the Dark Legion's influence, or something else entirely? And what can be said of the true nature of a Heretic? Were these men and women born to become servants of Darkness, destined for evil, or are some drawn to the power that is offered in the hopes of turning it against itself? *Mutants & Heretics* is a sourcebook for the *Mutant Chronicles* RPG.

IMP MUH050015 \$28.99



SYMBAROOM RPG: AMBRIA & DAVOKAR MAP

This Map Set for use with *Sybaroom* includes two high resolution maps: one map depicts *Sybaroom's* game world in greater detail than ever seen before and the second shows the town of Thistle Hold, including all its street names and important establishments. Scheduled to ship in July 2017.

IMP MUH050447 \$14.99

MONTE COOK GAMES



NUMENERA RPG: JADE COLOSSUS HARDCOVER

The vast ruins of the prior worlds are the defining feature of the *Numenera* setting. *Jade Colossus: Ruins of the Ninth World* explores, in detail, one such ruin, and provides in-depth content for creating endless weird and wonderful sites of your own invention. Scheduled to ship in August 2017.

PSI MCG047 \$39.99

MR. B GAMES



MINT WORKS

Mint Works is a minty-fresh worker placement game. Scheduled to ship in April 2017.

MIB 997 \$12.99



UBERSTAX: UNIVERSAL GAME PIECE HOLDER DISPLAY (10)

This display for *UberStax*, the innovative, interlocking, stackable, universal game piece holder, contains 10 units in 10 colors (black, blue, green, grey, orange, purple, red, yellow, and white). Scheduled to ship in May 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

MIB 998 \$119.99

NINJA DIVISION GAMES

SPOTLIGHT ON



MY LITTLE PONY: TAILS OF EQUESTRIA RPG - THE CURSE OF THE STATUETTES ADVENTURE STORY BOX SET

Take the first step into the exciting world of *Tails of Equestria* with *The Curse of the Statuettes*, the first full-length adventure for the *My Little Pony* RPG! Equestria is in trouble and it needs your help! All over Equestria ponies have started to turn into statuettes, figurine versions of themselves. Nopony knows why, nopony knows when, and to make matters worse, nopony knows where the Mane six have gone! It looks like it's up to you to travel to distant lands, overcome terrifying danger, and save ponyville - neigh, the world! *The Curse of the Statuettes Adventure Story Box Set* comes complete with a full-color, 48-page Adventure Book, a Gamemaster Screen, six Polyhedron Dice, and 40 Customizable Character Sheets. Scheduled to ship in June 2017.

NJD 440303 \$24.95

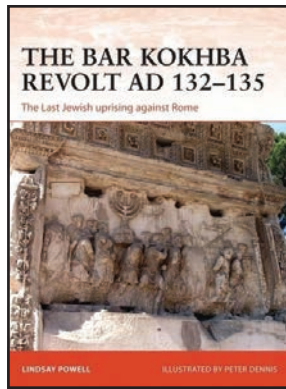
NORTH STAR GAMES



EVOLUTION 2017

Thrive and Survive! In *Evolution*, you're in the midst of a dynamic ecosystem of limited resources and hungry predators. To survive, your species will need to adapt. Your goal is to provide the necessary traits for your own species to eat, multiply, and thrive. Traits like Hard Shell or Horns will protect your species from Carnivores, while a Long Neck will help your species get food that others cannot reach. What traits will your species need to survive? This revised and updated edition of *Evolution* features the same, award-winning game play with stunning new artwork, trait card text refinements, and streamlined components offered at a lower price point.

NSG 501\$39.99



BAR KOKHBA REVOLT AD 132-135: THE LAST JEWISH UPRISING AGAINST ROME

In 132 AD, Simeon Bar Kosiba, a rebel leader who assumed the messianic name Simon Bar Kokhba ('son of a star'), led the people of Judaea and Galilee in open rebellion, aiming to oust the occupying Romans and establish their own independent Jewish state. This fully illustrated volume explores the gripping story of the uprising, profiling its rebel leader Bar Kokhba as well as the Emperor Hadrian and his generals, and assesses the impact that this violent rebellion had on the region and those that were displaced.

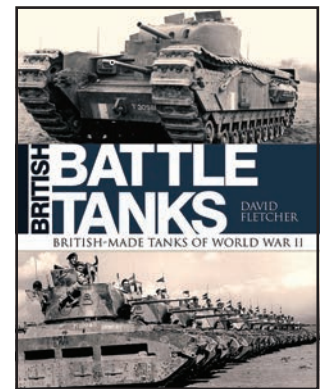
OSP CAM310\$24.00



BOLT ACTION: CAMPAIGN - NEW GUINEA

In 1942, Japanese forces invaded the island of New Guinea and started a bitter, three-year campaign against allied Australian and American forces. Fought in dense jungles and across rugged mountaintops, the grueling fight pushed men to their very limits and forced commanders to adopt new strategies and tactics for the harsh island terrain. Filled with new rules, scenarios, and unit types, this supplement for *Bolt Action* provides players with all of the information they need to set their campaigns in this unforgiving battlefield.

OSP BTC020\$30.00

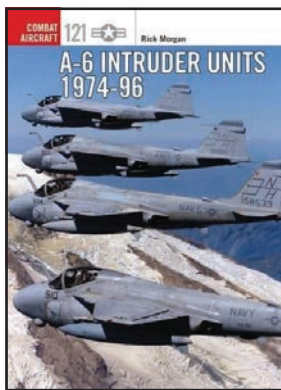


BRITISH BATTLE TANKS: BRITISH-MADE TANKS OF WORLD WAR II

This second of a multi-volume history of British tanks by renowned British armor expert David Fletcher MBE traces the story of the British use of the tank through the early years of World War II. It covers the development and use of the Matilda, Crusader, and Valentine tanks that pushed back the Axis in North Africa, the much-improved Churchill that fought with distinction from North Africa to Normandy, and the excellent Cromwell tank of 1944-45. It also looks at Britain's super-heavy tank projects, the TOG1 and TOG2, and the Tortoise heavy assault tank, designed to battle through the toughest of battlefield conditions, but never put into production.

OSP GM256\$30.00

OSPREY PUBLISHING



A-6 INTRUDER UNITS 1974-96

In the three decades following Vietnam, the veteran A-6 Intruder remained the most powerful strike aircraft available to the US Navy and Marine Corps. Filled with first-hand accounts from pilots and navigators, as well as profile artwork and photographs, this is the complete story of the US Navy's main medium attack aircraft in the latter part of the Cold War.

OSP COM121\$23.00



BOER GUERRILLA VS BRITISH MOUNTED SOLDIER: SOUTH AFRICA 1880-1902

Waged across an inhospitable terrain which varied from open African savannah to broken mountain country and arid semi-desert, the Anglo-Boer wars of 1880-81 and 1899-1902 pitted the British Army and its allies against the Boers' commandos. The nature of warfare across these campaigns was shaped by the realities of the terrain and by Boer fighting techniques. Independent and individualistic, the Boers were not professional soldiers but a civilian militia who were bound by the terms of the 'Commando system' to come together to protect their community against an outside threat.

OSP CBT026\$20.00

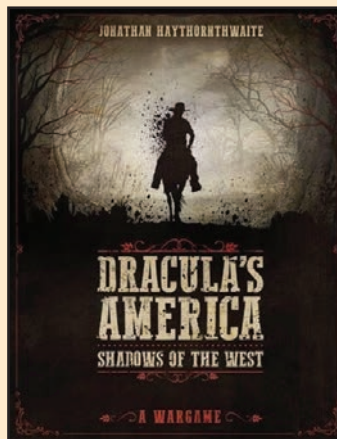


ARMIES OF THE ITALIAN WARS OF UNIFICATION 1848-70 (1): PIEDMONT AND THE TWO SICILIES

In the 1840s, post-Napoleonic Italy was 'a geographical expression' - not a country, but a patchwork of states. The north (Savoy/Piedmont, and Venice) was ruled by Austria-Hungary, and most of the minor central states were more or less clients of Austria. From Naples, a Spanish-descended Bourbon monarchy ruled the south - 'the Two Sicilies.' The European 'Year of Revolutions', 1848, saw popular uprisings against the regimes all over the peninsula. These were eventually crushed (First War of Independence, 1848-49); but they left King Victor Emmanuel of Savoy/Piedmont - and his able minister Cavour - determined to liberate and unify the country, while royal authority in the Two Sicilies was left deeply unpopular.

OSP MAA512\$18.00

SPOTLIGHT ON



DRACULA'S AMERICA: SHADOWS OF THE WEST - A WARGAME

It is 1875, and Count Dracula is President of the United States of America. In the wake of the Civil War, with the country struggling to regain its balance, Dracula seized power. The Count's thralls assassinated President Lincoln and his entire administration in a single night and, in the ensuing chaos, their master made his move. Dominating the Senate, he declared himself 'President-for-Life', and now rules the Union with fear and an iron fist! His vampiric progeny, the Coven of the Red Hand, infest every strata of society, and enforce Dracula's will with ruthless efficiency. Fleeing from the oppression and menace of the East, hordes of pioneers head to the West, hoping for a new life. Dracula's greed,

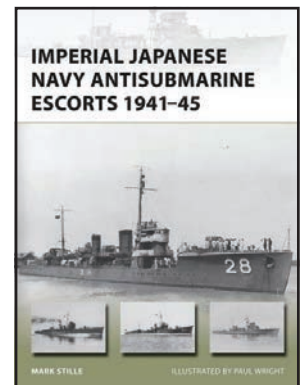
however, knows no bounds, and his reach is long... *Dracula's America: Shadows of the West* is a skirmish game of Gothic horror set in an alternate Old West.

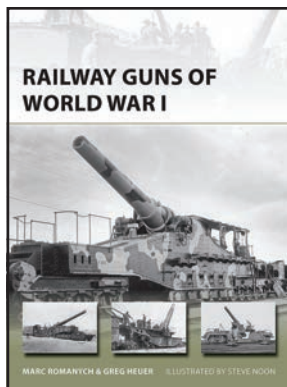
OSP DAM001\$30.00

IMPERIAL JAPANESE NAVY ANTISUBMARINE ESCORTS 1941-45

In 1941, the Imperial Japanese Navy (IJN) went to war with marginal anti-submarine warfare (ASW) capability. This volume details the history, weapons, and tactics of the IJN's ASW escorts. These include the Momi class of second-rate destroyers, the Tomozuru and Ootori classes of torpedo boats, and the several types of ASW escorts built from 1937 up through the end of the war.

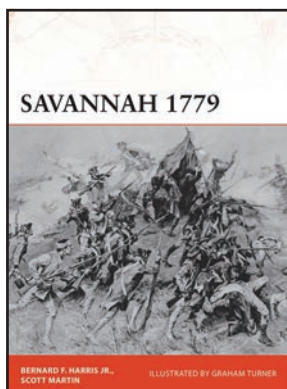
OSP NVG248\$18.00





RAILWAY GUNS OF WORLD WAR I
World War I was the Golden Age of the railway gun. More railway artillery pieces were used during this war than in any other conflict, even though at the start of the war none of the armies had railway guns and the very idea of railway artillery was comparatively new. This book details the design and development of railway guns during World War I from the very first basic designs to massive purpose-built "monster" railway guns.

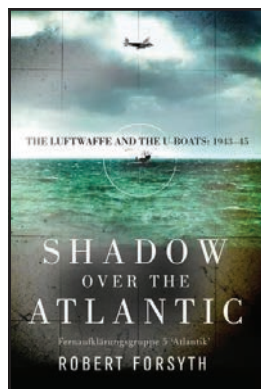
OSP NVG249\$18.00



SAVANNAH 1779

In 1778, Great Britain set in motion a series of events which led to the second British southern invasion of the American Revolutionary War. General Clinton, Commander of British military forces in North America, ordered an expedition of 3,000 British soldiers, Hessians, and Loyalists to sail from New York City and capture Savannah, capital city of Georgia as a base for future operations in the southern colonies. After Savannah fell in December 1778, British and Patriot forces conducted a series of moves and counter moves resulting in the battles of Kettle Creek, Brier Creek, and Stonor Ferry.

OSP CAM311\$24.00



OSP GM254\$30.00



SHARPSHOOTING RIFLES OF THE AMERICAN CIVIL WAR: COLT, SHARPS, SPENCER AND WHITWORTH

At the outset of the American Civil War, the wealthy inventor and expert shot Hiram Berdan initiated the setting-up of sharpshooting units in the Union Army; these units would be tasked primarily with open-order skirmishing, but also with long-range, accurate shooting. Featuring specially commissioned artwork, this is the engrossing story of the innovative rifles that saw combat in the hands of sharpshooters on both sides during the Civil War.

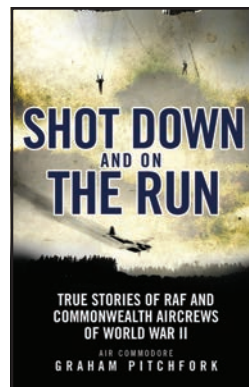
OSP WEAP056\$20.00



SHOT DOWN AND IN THE DRINK: TRUE STORIES OF RAF AND COMMONWEALTH AIRCREWS SAVED FROM THE SEA IN WWII

Using extensive research into official records held at The National Archives, Air Commodore Graham Pitchfork describes the formation and evolution of Air Sea Rescue in response to wartime events. He reveals how aircrews were trained to act in crash scenarios, the survival equipment they used, and the different methods of possible rescue - by RAF or Royal Navy launches, by airborne lifeboats, or by aircraft such as the Lysander or specialist amphibious and flying boats.

OSP GM297\$15.00



SHOT DOWN AND ON THE RUN: TRUE STORIES OF RAF AND COMMONWEALTH AIRCREWS OF WWII

These extraordinary true stories retell the experiences of British, Canadian, Australian, and other Commonwealth airmen who survived behind enemy lines. Based on first-hand accounts and little known official debriefs, they evoke both the heroic characters and the hostile terrain they endured. Illustrated with rare photographs of evaders and their rescuers, the book also explores the organization and evasion by the shadowy Military Intelligence body MI9.

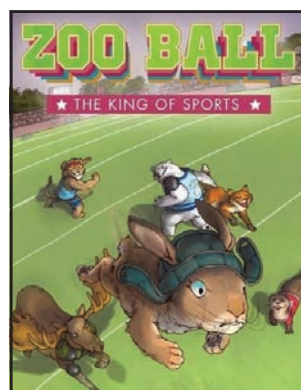
OSP GM298\$15.00



STAR CARTEL

Star Cartel is a space trading game of making the right bets at the right time. Players take on the role of traders and smugglers, trying to maximize the value of the goods they have stockpiled, while minimizing the value of other player's goods. Trading goods to the Cartel increases their value on the black market, but you can't stash what you've traded away. Upgrade your ship, stockpile your loot, and remember - in space, no-one can hear you scheme!

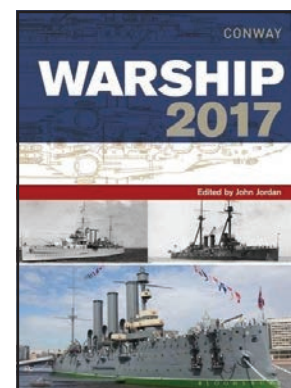
OSP GAM012\$30.00



VIKING WARRIOR VS ANGLO-SAXON WARRIOR: ENGLAND 865-1066

In the two centuries before the Norman invasion of England, Anglo-Saxon and Viking forces clashed repeatedly in battle, with mixed success for both sides. After the Vikings defeated three out of the four great Anglo-Saxon kingdoms and came close to defeating the fourth in the 860s and 870s, they conquered and settled large areas of England. Drawing upon historical accounts from both English and Scandinavian sources, and on archaeological evidence, Gareth Williams presents a detailed comparison of the weaponry, tactics, strategies, and underlying military organization of the Anglo-Saxons and Vikings, and considers the developments which took place on both sides between the arrival of the Vikings' 'Great Raiding Army' in 865 and the battle of Stamford Bridge.

OSP CBT027\$20.00



WARSHIP 2017

Warship 2017 is devoted to the design, development, and service history of the world's combat ships. Featuring a broad range of articles from a select panel of distinguished international contributors, this latest volume combines original research, new book reviews, warship notes, an image gallery, and much more to maintain the impressive standards of scholarship and research from the field of warship history.

OSP CNW123\$60.00

ZOO BALL: THE KING OF SPORTS

Zoo Ball - a highly skilled sport of pushing the other team out of the way to slide your scorer into their base! *Zoo Ball* - where the mightiest rhino and the cleverest rabbit can both play to win! Officially sanctioned by the Zoological Athletics Commission, players in *Zoo Ball* attempt to push all three defenders to clear a path, or just push your scorer to go for goal. Play head-to-head, or in a four team free-for-all!

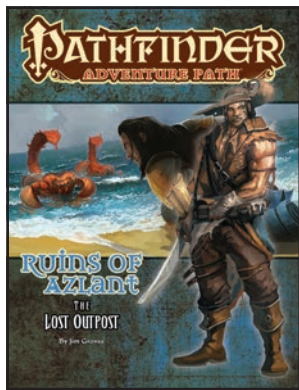
OSP GAM014\$30.00



PATHFINDER ADVENTURE CARD GAME: MAGUS CLASS DECK

Magic or melee? No need to choose! The *Magus Class Deck* features three new characters who make the most of both spells and swords. This 109-card accessory takes your magus from novice to master in any *Pathfinder Adventure Card Game Base Set* or in the *Pathfinder Society Adventure Card Guild* organized play campaign. Scheduled to ship in August 2017.

PZO 6821\$19.99



PATHFINDER RPG: ADVENTURE PATH - RUINS OF AZLANT PART 1 - THE LOST OUTPOST

After a long, arduous journey, the adventurers are anxious to make landfall at their new home. But, dread settles in as they discover that the colony is empty and abandoned. Tasked with finding out what happened to the previous colonists, the adventurers uncover strange evidence that leads them across the island, where they encounter two, lone survivors who could possibly shed light on the mystery - or draw them deeper into it. Kicking off the *Ruins of Azlant Adventure Path*, *The Lost Outpost* is a *Pathfinder Roleplaying Game* adventure for 1st-level characters. Scheduled to ship in August 2017.

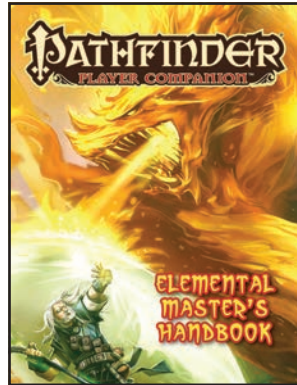
PZO 90121\$24.99



PATHFINDER RPG: MAP PACK - VILLAGE SITES

Pathfinder Map Pack: Village Sites contains 18 full-color, 5 x 8-inch map tiles, stunningly crafted by cartographer Jason A. Engle, highlighting the most important spots to visit during your sojourn away from the dungeon and within the relative comfort of the village. Wet, dry, and permanent markers erase from the tiles! Scheduled to ship in August 2017.

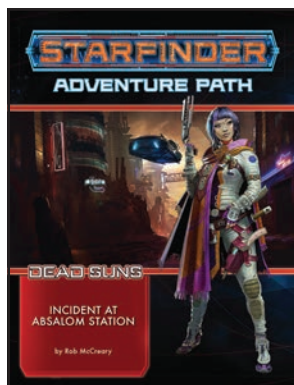
PZO 4069\$14.99



PATHFINDER RPG: PLAYER COMPANION - ELEMENTAL MASTER'S HANDBOOK

Bend nature's wrath to your will! Whether as a spellcasting elemental or a martial master imbued with primal fury, all the unstoppable might of air, earth, fire, and water are at your command with *Pathfinder Player Companion: Elemental Master's Handbook*! Learn how to take control of the forces of creation with new spells, magic items, and incredible abilities, each perfect for heroes seeking to dominate the wild elements. Scheduled to ship in August 2017.

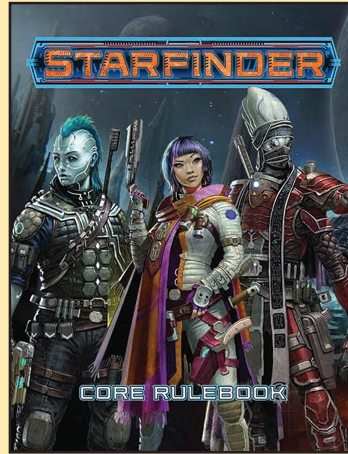
PZO 9483\$14.99



STARFINDER RPG: ADVENTURE PATH - DEAD SUNS PART 1 - INCIDENT AT ABSALOM STATION

A *Starfinder Roleplaying Game* Adventure Path for 1st-level characters, *Incident at Absalom Station* features a gazetteer of Absalom Station, the orbital habitat that serves as humanity's home in the Pact Worlds, and a selection of new monsters from a variety of alien worlds. Scheduled to ship in August 2017.

PZO 7201\$22.99



STARFINDER RPG: CORE RULEBOOK HARDCOVER

Strap in and blast off! The *Starfinder Roleplaying Game* puts you in the role of a bold science-fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Will you delve for lost artifacts in the ruins of alien temples? Strap on rune-enhanced armor and a laser rifle to battle undead empires in fleets of bone ships, or defend colonists from a swarm of ravenous monsters? Maybe you'll hack into the mainframe of a god-run

corporation, or search the stars for clues to the secret history of the universe or brand-new planets to explore. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But, most of all, you'll need each other. This massive hardcover rulebook is the essential centerpiece of the *Starfinder Roleplaying Game*, with rules for character creation, magic, gear, and more - everything you need to play *Starfinder*. Scheduled to ship in August 2017.

PZO 7101\$59.99



STARFINDER RPG: COMBAT PAD

Never miss a turn with the *Starfinder Combat Pad* initiative tracker. This two-sided combat tracker features one side for standard combat and the other to help track starship battles. This wet and dry erase board includes magnets that stick right to it! Scheduled to ship in August 2017.

PZO 7106\$24.99



STARFINDER RPG: FLIP-MAT - BASIC STARFIELD

Fill the peaceful void of space with missiles and laser strikes with *Starfinder Flip-Mat: Basic Starfield*! Created with a hex grid for *Starfinder*'s unique starship combat system, *Flip-Mat: Basic Starfield* comes with two different starfield backgrounds to help you craft epic starship battles. Whether you're bold starfighter pilots strafing an enemy dreadnought or intrepid smugglers running a corporate blockade, this extra-large, 27" x 39" *Flip-Mat* Has you covered. Scheduled to ship in August 2017.

PZO 7302\$19.99



STARFINDER RPG: FLIP-MAT - BASIC TERRAIN

An alien landscape, an abandoned space station, the twisting corridors of your own starship - the possibilities for adventure are endless with the 24" x 30" *Starfinder Flip-Mat: Basic Terrain*. Scheduled to ship in August 2017.

PZO 7301\$14.99



STARFINDER RPG: GM SCREEN

Protect your important notes and die rolls from prying eyes with the *Starfinder* GM Screen! From helpful rules and reminders for both conventional and starship combat to skill DCs and common conditions, the *Starfinder* GM Screen gives you the tools you need at your fingertips to keep the game fast and fun. Scheduled to ship in August 2017.

PZO 7102\$19.99

STARFINDER RPG: PAWNS - BASE ASSORTMENT

Make your heroes and aliens stand out with this collection of sturdy *Starfinder* Pawns bases! Designed for use with the *Starfinder* Roleplaying Game but also compatible with *Pathfinder* Pawns, this set includes 17 plastic bases - 10 Medium bases, five Large bases, and two Huge bases - all perfectly sized for battles on *Starfinder* Flip-Mats or other gridded game mats. Scheduled to ship in August 2017.

PZO 7401\$9.99



STARFINDER RPG: PAWNS - CORE PAWN COLLECTION

The friends and foes of the *Starfinder* Roleplaying Game have landed in the *Starfinder* Core Pawn Collection, featuring a horde of pawns for use with the *Starfinder* Roleplaying Game, the *Pathfinder* Roleplaying Game, or any tabletop RPG. Printed on sturdy cardstock, each double-sided pawn presents a beautiful, full-color image of a character or alien creature, drawn from the *Starfinder* Core Rulebook and the *Starfinder: First Contact* preview bestiary. What's more, the set also contains more than a dozen different starship pawn designs for use with *Starfinder*'s starship combat system. Scheduled to ship in August 2017.

PZO 7402.....\$24.99

STARFINDER RPG: PLAYER CHARACTER FOLIO

Fully detail your heroes and chronicle their exploits with the *Starfinder* Player Character Folio! This deluxe character record covers absolutely everything you need to know about your *Starfinder* hero, with an innovative layout that means your character's most important details are always at your fingertips. Scheduled to ship in August 2017.

PZO 7103.....\$9.99



PALLADIUM BOOKS

DEAD REIGN RPG: IN THE FACE OF DEATH

Scheduled to ship in August 2017.

PAL 0237\$16.95

PALLADIUM FANTASY RPG: GARDEN OF THE GODS

The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of the gods. According to legend, the god may visit heroes and followers in dreams or in person by an avatar of the god, to be given guidance, inspiration, heroic quests, and gifts of knowledge and magic. Scheduled to ship in August 2017.

PAL 0475\$16.95

NIGHTBANE RPG: DARK DESIGNS

Dark Designs presents new *Nightbane* creation tables, Morphus tables, and Talents. Scheduled to ship in August 2017.

PAL 0736\$20.95

RIFTS RPG: SOVIETSKI WORLD BOOK

This *Rifts* World Book presents background information on the fledgling Sovietski nation, notable cities and people, politics, and its growing army, plus Deadzones, Spetsnaz Special Forces, new bionics, Russian D-Bees, and more. Scheduled to ship in August 2017.

PAL 0891\$24.95

PASSPORT GAME STUDIOS



PROFESSOR EVIL AND THE CITADEL OF TIME

"Professor Evil", eh? Surely, a less sinister name must have been an option when ascending the ranks of academia. Alas, for a man who has stolen a multitude of rare, priceless artifacts such as Da Vinci's Notebook, the Magna Carta, and the Turin Shroud, no other name would be more appropriate. Rumor has it he keeps his "trophy" locked up all over his enormous castle. Are YOU brave enough to face Professor Evil? Infiltrate the citadel and find your way through locked doors, locate the stolen treasures, and race to flip the levers and switches necessary to release them before the Professor can lock them away - forever! Scheduled to ship in July 2017.

PGS FNFCOTUS01\$40.00



TOKAIDO: MATSURI MINIATURES

Fans of *Tokaido*, rejoice! An all-new set of miniature travelers are headed your way in the *Matsuri Miniatures Accessory Pack*, featuring 16 never-before-offered plastic miniatures that help bring the experience of travelling the East sea road to life. Scheduled to ship in July 2017.

PGS TKDMATMIN01\$20.00

PLAYROOM ENTERTAINMENT



CLAIM TO FAME

Guess the Celebrity's rise to fame in *Claim to Fame*, a fun-and-fact filled party game that combines charades, drawing, and verbal clues in one great, fast-paced competition. Scheduled to ship in June 2017.

PLE 65100\$30.00



COSTUME PARTY ASSASSINS

Be the Death of the Party in *Costume Party Assassins*! In this crazy whodunit strategy game, players are all rival assassins that have been invited to the same costume party (faux-pas!). Because of the elaborate costumes, players don't know anyone's identity except their own. Roam the party, mingle, have some punch, and try to assassinate all of your rivals! Be the last assassin partying and you win! Scheduled to ship in May 2017.

PLE 29100\$30.00



*NOT FINAL - SUBJECT TO LICENSOR APPROVAL

GEEK OUT! BIG BANG THEORY EDITION

Geek Out! is the outrageous game that finds out once and for all which player is the most knowledgeable about your favorite pop culture subjects! You don't have to be a geek (but it helps!) to win this amazing social interaction and bluffing party game of geek lists! Scheduled to ship in June 2017.

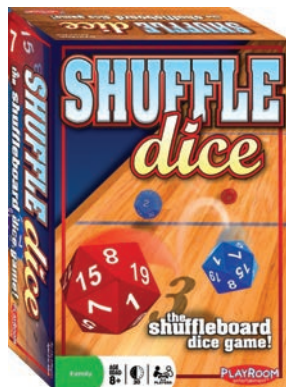
PLE 66204.....\$20.00



FAKE NEWS OR REAL NEWS

Fake News or Real News? is the captivating game about ludicrous tall tales! Life writes the craziest stories. But what can we believe, and what is just a pack of lies? Who's telling the truth, and whose pants are on fire? Find it out in *Fake News or Real News?*, the game for know-it-alls, wisecracks, and lovers of interesting and unnecessary knowledge! Scheduled to ship in May 2017.

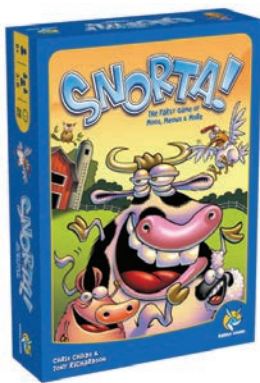
PLE 66800.....\$20.00



SHUFFLE DICE

In *Shuffle Dice*, The Shuffleboard Dice Game, players compete by rolling dice onto the board, trying to make them land on the most valuable spot, closest to the edge without going off the board. In addition, the numbers rolled on the dice can multiply your score, making this an exciting and unique dexterity game! Scheduled to ship in June 2017.

PLE 23400.....\$20.00



SNORTA

Oink! Moo! Baa! Woof! *Snorta!* is the party game where everyone is an animal... or at least *sounds* like one! Get ready for laughter as your friends and family suddenly start sounding like they were born in a barn with these wacky barn yard capers! It's a barnyard battle that will have everyone howling with laughter! Scheduled to ship in July 2017.

PLE 66700.....\$20.00

SPOILER ALERT! VOLUME 1

Can you get your teammate to guess the title without spoiling the story? In *Spoiler Alert!*, the game where spoiling the story won't ruin the fun, each card has a title and a list of Spoiler Words. Each Spoiler Word has a point value, which will be deducted from your score, so be careful what you say! You'll have to be creative to get your teammates to guess as many titles as you can before time runs out! Scheduled to ship in June 2017.

PLE 66500.....\$20.00



POKÉMON



FEATURED ITEM

SUN & MOON BURNING SHADOWS

POKÉMON TCG: SUN & MOON BURNING SHADOWS

Fiery Battles and Deep Shadows! What strange fires lurk in the shadows? Minions of Team Skull and a cavalcade of new Pokémon stand ready to battle in the dark of night and in the blazing sun! Slug it out with new titans like Necrozma-GX and Tapu Fini-GX, or battle with trusty allies from Machop-GX and Charizard-GX, to Darkrai-GX and Ho-Oh-GX.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

BOOSTER DISPLAY (36)

PUI 81230-DPI

THEME DECK DISPLAY (8)

PUI 80236-DPI

THREE BOOSTER BLISTER

PUI 80232PI

CHECK LANE BLISTERS

PUI 80233PI

Family Business

Be the boss in this fast-paced card game of survival on the mean streets.

Family Business is fast, furious, and fun! Your goal is survival! What's in the cards for your game?

Learn to Play!

2-6

30

8+

mayfairgames.com

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GT
JUN
2017

POKÉMON TCG: ESPEON GX OR UMBREON GX PREMIUM COLLECTION BOX

Shine on with Espeon, or welcome the moonlight madness with Umbreon! Each collection features an oversize Pokémon-GX card of either Sun Pokémon Espeon or the Moonlight Pokémon Umbreon, complete with a collector's pin, a collectible coin, three foil cards featuring Eevee, Espeon-GX, and Umbreon-GX, six Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online. PUI 80297.....PI

POKÉMON TCG: SHINY TAPU KOKO GX BOX

Shiny Tapu Koko-GX blazes its Aero Trail and brings the power of thunder to your next battle! With the *Shiny Tapu Koko-GX Box* for the *Pokémon Trading Card Game* you get Shiny Tapu Koko both as an oversize Pokémon-GX card and a playable foil promo card, as well as four Pokémon TCG booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80310.....PI



POKÉMON TCG: SUN & MOON BURNING SHADOWS COLLECTOR'S ALBUM WITH BOOSTER PACK

Store up to 60 of your latest and greatest Pokémon cards in this collector's album. PUI 80243.....PI

POKÉMON TCG: SUN & MOON BURNING SHADOWS ELITE TRAINER BOX

The *Pokémon TCG: Sun & Moon-Burning Shadows Elite Trainer Box* comes complete with eight *Sun & Moon-Burning Shadows* booster packs, 65 card sleeves featuring Necrozma, 45 Energy cards, a competition-legal coin-flip die, two acrylic condition markers, one acrylic GX marker, six damage-counter dice, a player's guide, a code card for the Pokémon Online Trading Card, and a collector's box to hold everything with four dividers to keep it organized. PUI 80241.....PI

POKÉMON TCG: SUN & MOON BURNING SHADOWS TAPU LELE PIN COLLECTION

Tapu Lele is a guardian spirit, able to unleash a Psywave to turn a foe's strength against them! The *Pokémon TCG: Tapu Lele Pin Collection* comes with a foil promo card and collector's pin featuring Tapu Lele, plus three Pokémon TCG booster packs and a code card for the Pokémon Trading Card Game Online. PUI 80277.....PI

PRIVATEER PRESS

HORDES

Scheduled to ship in July 2017.

SPOTLIGHT ON



FORCES OF HORDES - GRYMKIN THE WICKED HARVEST

Cast down to the hells of Urcaen by Menoth long ago, the Defiers and their grymkin armies have risen again to punish the wicked across all of Immoren. Freed by the Old Witch, Zevanna Agha, the Defiers now work toward their own ends. Each is a self-made, godlike being who wields uncanny power to reap what is due from the corrupted denizens of Caen. The harvest of the damned will not end so long as the hearts of humankind remain tainted and debased. Within this *Hordes* sourcebook you'll find a trove of evocative Grymkin lore as well as details on the shadowed history of the Grymkin and their dark masters, who dared to stand against the god Menoth. Unleash the malevolent power of the Grymkin army upon your foes with two specialized theme forces, and take inspiration from a painting guide that will fuel your own maddened creativity as you summon your forces to reap the Wicked Harvest.

HARDCOVER
PIP 1099\$41.99
SOFTCOVER
PIP 1098\$31.99

SPOTLIGHT ON



GRYMKIN ARMY BOX
PIP 76028\$199.99



GRYMKIN CASK IMP SOLO
PIP 76023\$11.99

GRYMKIN CRABBIT LESSER WARBEAST

PIP 76012\$14.99



GRYMKIN DEATH KNEEL BATTLE ENGINE
PIP 76027\$84.99



GRYMKIN GLIMMER IMP SOLO
PIP 76022\$9.99



GRYMKIN HOLLOWMEN & LANTERN MAN UNIT
PIP 76013\$49.99



GRYMKIN LADY KARIANNA ROSE SOLO
PIP 76026\$12.99



GRYMKIN SKIN & MOANS HEAVY WARBEAST
PIP 76007\$34.99

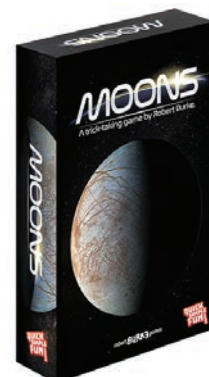


GRYMKIN THE CHILD WARLOCK
PIP 76002\$34.99

NO QUARTER MAGAZINE #73
Scheduled to ship in July 2017.
PIP NQ73\$8.50

SKULL ISLAND EXPEDITIONS: ACTS OF WAR 2 - AFTERSHOCK SOFTCOVER
Scheduled to ship in July 2017.
PIP 616\$15.99

QUICKSIMPLEFUN



MOONS
Explore the Solar System in *Moons*, a trick-taking card game in which suits are represented by different planets and celestial bodies, and cards ranked by the moons that orbit them. QSF 177605\$19.99



VEGGIE GARDEN
Plant like the best, or lose like the rest! In *Veggie Garden*, players compete to grow the best vegetables in a short amount of time, fighting for space in the garden even as the pesky groundhog and mischievous bunny pop up at every turn feeding on your hard-earned harvest! QSF 177604\$19.99

QUIXOTIC GAMES



DUNGEON ALLIANCE

Form Your Alliance! Build Your Deck! Conquer The Dungeon! In the days before the Void consumed much of the Old World, there were stalwart humans, elves, dwarves, and gnomes who banded together to invade the deep places of the earth. These heroes forged unbreakable alliances in search of knowledge, treasure, and glory. Rival adventuring parties would often descend into the same dungeon, and these companies fought one another as fiercely as they battled the monsters that lurked behind every dark corner. These were daring times, when nothing in the world was considered more sacred than the oath that bound those who shared the dangers of the pit together. This was the age of the Dungeon Alliance. *Dungeon Alliance* is a deck-building, dungeon-crawling miniatures adventure game that allows players to send different teams of adventurers into perilous dungeons in search of experience and treasure. Scheduled to ship in September 2017.
IMP QXG1002.....\$79.95

Q-WORKSHOP



CLASSIC RPG DICE SET COLBALT/WHITE (7)

Scheduled to ship in May 2017.
QWS SCLE85.....PI

DICE TOWERS

Scheduled to ship in May 2017.



CASTLE COLOR

QWS THUM102.....PI



TECH COLOR

QWS TTEC102.....PI



METAL DICE SET: MYTHICAL (7)

Scheduled to ship in May 2017.
QWS SMMY35.....PI

REAPER MINIATURES



DARK HEAVEN: HOBGOBLIN CAPTAIN

Scheduled to ship in April 2017.
RPR 03819.....\$7.79

RED KNIGHT CARD GAMES

OFFERED AGAIN



O/A SWORD OF KINGS

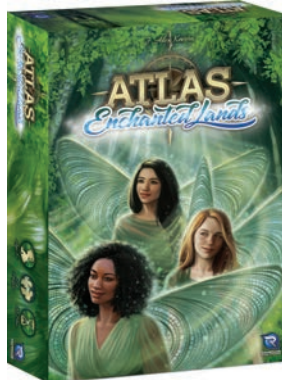
The king is dead, killed by the evil dragon living in the Volcanic Mountain. The kingdom is now divided as the knights fight each other to prove their claim to the throne. It is foretold that the only way to unite the land is to wield the Sword of Kings, but the Dragon carried the sword away to its Lair. Do you have what it takes to become king by defeating the dragon and its minions to regain the sword?
RED 001.....\$24.99

RED RAVEN

KLONDIKE RUSH

Scheduled to ship in August 2017.
PSI RVM016.....\$40.00

RENEGADE GAMES STUDIOS



ATLAS: ENCHANTED LANDS

Discover the magic of an enchanted forest in *Atlas: Enchanted Lands*. Play cards to reveal a certain place and time - and place your stake in one of the two. Explore a location at dawn, day, sunset, and night, or see what the whole land looks like in the dark. Each card offers two choices, and it's up to you to uncover the world that awaits. Scheduled to ship in August 2017.
RGS 00576.....\$20.00



EX LIBRIS

In *Ex Libris*, you are a collector of rare and valuable books in a thriving fantasy town. The Mayor has just announced a new seat in the Village Council, Grand Librarian. The prestigious and lucrative position will be awarded to the citizen with the most extraordinary library! Unfortunately, several of your book collector colleagues (more like acquaintances, really) are also candidates. To outshine your competition, you'll need to expand your personal library by sending your trusty assistants out into the village to find the most impressive tomes. Sources for the finest books are scarce, so you'll need to beat your opponents to them when they pop up - especially if they match your library's secret focus! You'll need shrewd planning, cunning tactics, and perhaps a little magic to surpass your opponents and become Grand Librarian! Scheduled to ship in August 2017.
RGS 00577.....\$60.00



SENTIENT

The next great technological revolution is here! Sentient robots for information, transportation, industry, all at our fingertips. Building them is now the easy part. Programming them has proven to be more complicated. A handful of companies have emerged claiming to pull it off, but only one will win out. Your mission is clear: Procure valuable bots and plug them into your network. They'll have an effect on your systems. Anticipate it correctly, program your bots effectively, and attract the right investors to win and lead the sentient revolution. Scheduled to ship in June 2017.
RGS 00573.....\$55.00

OFFERED AGAIN



O/A FLIP SHIPS

Join the Fight! Save the World! It was an ambush! That's the only way to describe it. The mother ship appeared out of nowhere, creating a massive shadow over the city. Within seconds, wave after wave of fighters poured out of it, filling the sky. We're launching the ships we have ready, but it isn't much. Our pilots fight bravely, defending the planet, while we ready the rest of the fleet. Explosions fill the sky, and we've taken some hits, but we won't give up. Will you? *Flip Ships* is a cooperative dexterity game where players take on the roles of brave pilots defending their planet from an onslaught of firepower. Flip your ships to take out the encroaching enemies, and to take down the powerful mother ship before it's too late!
RGS 00572.....\$40.00



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GTM
JUN
2017

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O/A SCOTT PILGRIM'S PRECIOUS LITTLE CARD GAME

Being a grown-up is hard and maybe not worth it? You might rather spend time tweaking your band's set list until its guaranteed to get you that big gig opening for legit rockstars. Perhaps you're better off dating someone a bit younger than chasing a fairytale romance with the age-appropriate girl (or boy) you met at a party. Maybe the drama constantly engulfing your pals feeds you, even if it's bringing your friends down. And, don't adults just sit at desks all day worrying about how bread makes you fat? Do adults ever even get attacked by random robot ruffians determined to pick a fight? A

deckbuilding game that challenges you to grow up and prepare for your finest hour, players in *Scott Pilgrim's Precious Little Card Game* assume the roles of their favorite characters in the *Scott Pilgrim* universe, each with their own, unique starting deck. Innovative double-sided cards let you decide whether to solve your problems with hard work and empathy, or whether to embrace the unpredictable world of gratuitous video game violence.

RG5 00575 \$45.00

RIO GRANDE GAMES



LYNGK

Lyngk is the newest addition and a synthesis of the first six games of the award-winning and wildly popular *Gifp Project*. Scheduled to ship in May 2017.

RG5 543 \$34.95

SMIRK AND DAGGER



PARAMEDICS: CLEAR

Every second counts in *Paramedics: CLEAR!*, a pulse-pounding, high-tension, timed game of saving lives - and you probably won't be able to save them all! In *Paramedics: CLEAR!*, players race to triage new patients, purchase medical supplies, treat their medical needs, and transport them to the hospital as time ticks away in the free companion app timer. Scheduled to ship in July 2017.

IMP SND0065 \$39.99

SPACE GOAT PUBLISHING



EVIL DEAD 2: THE OFFICIAL BOARD GAME

Dead by Dawn! Board games are about to get a lot more groovy - and gory - with *Evil Dead 2: The Official Board Game*! Featuring eight custom figures and art depicting the terrifying and iconic characters, monsters, and locales from the film, players in the *Evil Dead 2: The Official Board Game* work together to gather pages of the *Ex-Mortis* while trying to survive demon attacks, supernatural events, and avoid turning into evil Deadites, themselves! *Evil Dead 2: The Official Board Game* is a tile- and miniature-based, "cooperative until it's not", survival-horror game based on *Evil Dead 2: Dead by Dawn*, Sam Raimi's 1987 cult-classic horror film gore fest. Scheduled to ship in September 2017.

IMP GOAEVLD01 \$59.99



TERMINATOR: THE OFFICIAL BOARD GAME

Based on the iconic 1984 James Cameron film starring Arnold Schwarzenegger, *The Terminator: The Official Board Game* is an asymmetrical, strategy game played across two boards: Sarah Connor's 1984 and the post-apocalyptic world of 2029. One player takes control of all Skynet's forces - Hunter-Killer flying machines, Terminator endoskeletons, and new robots based on the classic 1980's aesthetic - while the rest of the players take on the role of the human resistance, struggling against the impossible odds of the machine uprising. Scheduled to ship in September 2017.

IMP GOATRMN01 \$59.99

SPARTAN GAMES

HALO: FLEET BATTLES

Scheduled to ship in April 2017.



FLEET BATTLES AUTUMN-CLASS HEAVY CRUISER

SGS HFUN12 \$31.50



FLEET BATTLES CARRACK MERCHANT CRUISER

SGS HFCV12 \$24.50

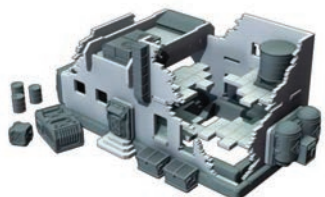
SCENICS

Scheduled to ship in April 2017.



FORTIFIED POSITIONS 10/15MM - SET 1

SGS SGSS32 \$35.00



INDUSTRIAL RUINED BUILDING 10/15MM

SGS SGSS31 \$31.50



RESIDENTIAL RUINED BUILDINGS 10/15MM

SGS SGSS30 \$31.50

STEAMFORGED GAMES

GUILD BALL



BUTCHER THE BLOODY MASTER

SFG B03-016 \$75.00



ENGINEER THE INSTRUMENTS OF WAR

SFG B03-017 \$75.00

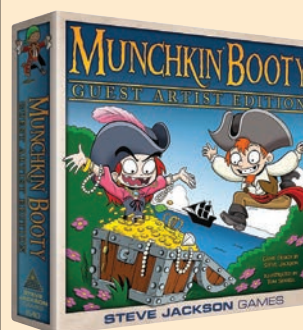


FISHERMEN THE CHANGING TIDE

SFG B03-018 \$75.00

STEVE JACKSON GAMES

SPOTLIGHT ON



MUNCHKIN BOOTY: GUEST ARTIST EDITION (TOM SIDDELL)

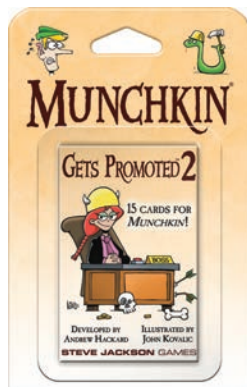
Sail th' Seven Seas, usin' yer awful Accent to fight off Sharks, other Pirates, and even Davy Jones, hisself! Adorn your Galleon (or your Half-Galleon) with a Figurehead! Slay Blackbeard, Redbeard, or even the fearsome Nobear - and take their stuff! Grab a hold o' booty and be th' saltiest dog on th' Spanish Main with this *Guest Artist Edition* of *Munchkin Booty* featuring cards, standies, and a gameboard showcasing illustrations rendered by Tom Siddell (*Gunnerkrigg Court*)! Scheduled to ship in August 2017.

SJG 1540 \$29.95

MUNCHKIN: MUNCHKIN GETS PROMOTED 2 BLISTER PACK

Angry Bards! Boa Constructor! The Wand of Dousing! Better than a nominal raise and a stricter dress code, *Munchkin Gets Promoted 2* features 15 hard-to-find promotional cards and out-of-print Doors and Treasures, all rendered by John Kovalic. Scheduled to ship in August 2017.

SJG 4256.....\$5.95



PORT ROYAL

A Wiener Spiele Akademie Game Designer Award for 2013! The 2015 Vuoden Peli Family Game of the Year! Will you become the richest, most notorious merchant in Port Royal - or end up with an empty cargo hold? In *Port Royal*, the clever, press-your-luck harbor game of double-dealing and underhanded tactics, players become merchants in the Port Royal harbor, vying to hire the best Admirals, Traders, Soldiers, and Mademoiselles to expand and fortify their vast shipping empires. Scheduled to ship in August 2017.

SJG 1385.....\$19.95

STRONGHOLD GAMES



CITY OF SPIES: ESTORIL 1942 - DOUBLE AGENTS EXPANSION

An expansion to *City of Spies: Estoril 1942*, *Double Agents* introduces new spies with exciting, new abilities. Besides Estoril, players will also fight in Lisbon, where they'll discover new ways to create the best network of spies. Offering the option for a 5th player, *City of Spies: Double Agents* introduces seven new characters, a new nationality, new mission card, new location boards in Lisbon with special rules, and a fantastic new ability, the 'Double Agent', which permits even more strategy potentials for the game. Scheduled to ship in August 2017.

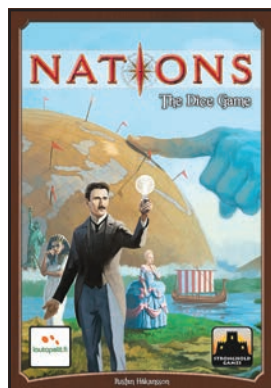
PSI SG-7060.....\$29.95



DARK MOON: SHADOW CORPORATION EXPANSION

In *Shadow Corporation*, an expansion for *Dark Moon*, the nefarious Company is interfering with events on Titan. They've sent an evacuation ship in hopes that an Infected worker will be loaded onto it. Also, they interfere in tasks, threaten miners or their loved ones to further their goals, and may have placed a fanatically loyal Company Man among you! With the Company lurking and tainting every decision, it will be that much more difficult to answer the question - who can I trust? Scheduled to ship in August 2017.

PSI SG-3006.....\$29.95

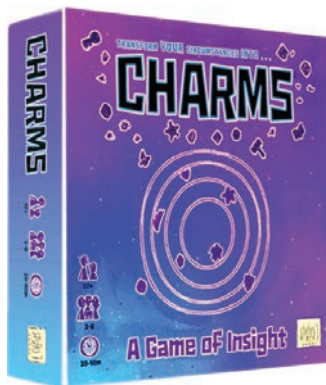


NATIONS: THE DICE GAME

From the humble beginnings of civilization through the historical ages of progress, mankind has lived, fought, and built together in nations. Great nations protect and provide for their own, while fighting and competing against both other nations and nature itself. Nations must provide food as the population increases, build a productive economy, and amaze the world with their great achievements to build up their heritage as the greatest nations in the history of mankind! *Nations: The Dice Game* shares many concepts with the civilization-building game, *Nations*, while still offering its own, unique challenges. Scheduled to ship in August 2017.

PSI SG-8028.....\$49.95

STUDIO 9 GAMES



CHARMS: A GAME OF INSIGHT

Roll the Charms! Unravel Their Memories! Have a Dilemma? From education to wealth, to love or health, roll and interpret inspiring game pieces to see who can discover the most amazing insights in *Charms*, a fun party game for a charmed life. Scheduled to ship in July 2017.

IMP S9G10012.....\$39.95

MIDNIGHT LEGION: THE WORLD REBORN

More than four-centuries have passed since the Devastation engulfed the Earth. The species that remained were fused and reborn in the alchemy of atomic fire. Now, their diverse descendants have claimed the planet. You are an agent of the Midnight Legion, tasked with preserving life and rebuilding civilization. *The World Reborn* is the second book in *The Midnight Legion* "Choose Your Own Adventure" series. Scheduled to ship in July 2017.

IMP S9G10011.....\$12.95



THAMES & KOSMOS



MAG-O-MAG: THE MAGNETIC LABYRINTH

Mag-O-Mag: The Magnetic Labyrinth features an innovative vertical holder with interchangeable game boards and magnetic game pieces that allow you to play three fun, action-packed games. Scheduled to ship in August 2017.

TAK 692759.....\$39.95

UDON ENTERTAINMENT



YU-GI-OH! THE ART OF THE CARDS

Yu-Gi-Oh! The Art of the Cards collects the classic artwork of every playable card featured in the original *Yu-Gi-Oh! Duel Monsters* animated series. Featuring over 800 cards, this prestigious hardcover tome is the ultimate archive of the cards used by Yugi Muto, Joey Wheeler, Seto Kaiba, and Mai Valentine in their battles to prove who truly has the 'Heart of the Cards'. Scheduled to ship in May 2017.

DIA STL028567.....PI

ULISSES-SPIELE



THE DARK EYE: AVENTURIA ADVENTURE CARD GAME - SHIP OF LOST SOULS EXPANSION

A demon ark sent by Witch King Morda draws ever closer to the Aventurian coast. Its hold contains a Black Diamond - a foul creature that is capable of giving birth to demons and undead - and it's pregnant! The second expansion for the *Aventuria Adventure Card Game*, this 87-card adventure deck contains the thrilling, three-act adventure *Ship of Lost Souls* and the short adventure *Rietholtz's Treasure*. It also introduces a new hero - Tjalva Garheltsdottir, a Thorwalian warrior. Scheduled to ship in August 2017.

PZO ULIUS25513E.....\$29.99



THE DARK EYE RPG: ARMORY OF THE WARRING KINGDOMS

Do you seek a "three-handed sword" for your proud Andergastan knight? How about a longbow for your Nostrian huntswoman from the Forest Wilderness? The *Armory of the Warring Kingdoms* includes stats, rules, and artwork for all the weapons, armor, equipment, and unique artifacts of Nostria and Andergast - the Warring Kingdoms. Scheduled to ship in July 2017.

PZO ULIUS25206E.....\$12.99



THE DARK EYE RPG: AVENTURIAN BESTIARY CARD PACK (120)

The *Aventurian Bestiary TDE Card Pack* includes 120 handy reference cards covering the monsters from the *Aventurian Bestiary* and the *Dark Eye Core Rules*. Each creature card features complete stats and a full-color illustration to enhance play, with additional cards covering creature special abilities. Scheduled to ship in July 2017.

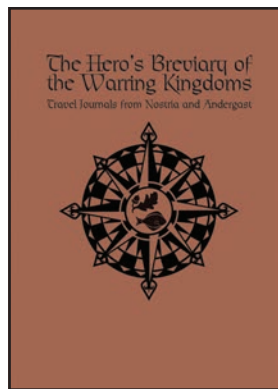
PZO ULIUS25511E.....\$9.99



THE DARK EYE RPG: HIT ZONE DICE SET

The *Hit Zone Dice Set* contains ten different 20-sided dice, each with individual symbols for hit locations, as presented in the *Aventuria Compendium*. Whether you face a humanoid enemy, a tentacled krakennewt, or a putrid tatzelwurm, this set has the hit location die you need! The dice set also comes with a booklet that summarizes the Focus Rules for Hit Zones from the *Aventuria Compendium* and the *Aventurian Army*. Did your arrow hit the enemy's upper arm or wrist? Is one location worse than the other? With the *Hit Zone Dice Set*, you have the answer! Scheduled to ship in August 2017.

PZO ULIUS25525E.....\$29.99



THE DARK EYE RPG: THE HERO'S BRIEVIARY OF THE WARRING KINGDOMS HARDCOVER

Delve into the history of Nostria and Andergast via the travel accounts and diary entries of a diverse group of travelers coming to terms with their prejudices and expectations with *The Hero's Breviary of the Warring Kingdoms*. Scheduled to ship in July 2017.

PZO ULIUS25205E.....\$14.99

ULTRA PRO INTERNATIONAL



3" WHITE STITCHED BASEBALL CARD COLLECTORS ALBUM

Scheduled to ship in June 2017.

UPI 82020.....PI



COMIC CASE

Scheduled to ship in May 2017.

UPI 85274.....PI



FORCE OF WILL WALL SCROLLS

Scheduled to ship in May 2017.

ALICE UPI 85085.....PI

FIETHSING UPI 85084.....PI

KAGUYA UPI 85086.....PI



JUMBO D20 NOVELTY DICE PLUSHES

Scheduled to ship in May 2017.

BLACK WITH SILVER

UPI 85335.....PI

RED WITH WHITE

UPI 85336.....PI

WHITE WITH BLACK

UPI 84949-NEW.....PI



ONE PUNCH MAN: STANDARD DECK PROTECTOR SLEEVES (65)

Scheduled to ship in May 2017.

BOROS

UPI 85153.....PI

GENOS

UPI 85165.....PI

SAITAMA 'OKAY'

UPI 85164.....PI



SLEEVES: PRO-MATTE ECLIPSE DECK PROTECTOR SLEEVES

Scheduled to ship in June 2017.

SMALL BLACK (60CT) (DISPLAY 12)

UPI 85386.....PI

STANDARD BLACK (80CT) (DISPLAY 8)

UPI 85345.....PI



TOPLoader FOR LITHOGRAPHS 13" X 19" (10CT)

Scheduled to ship in May 2017.

UPI 85116.....PI



THE WALKING DEAD PLAY MATS

Scheduled to ship in May 2017.

MICHONNE

UPI 85064.....PI

RICK & DARYL

UPI 85063.....PI

SURROUNDED

UPI 85065.....PI

UPPER DECK



DUNGEON DRAFT

Draft Heroes! Defeat Monsters! Complete Quests! Designed by industry legend Justin Gary, *Dungeon Draft* is a fast paced, strategic drafting game.

UDC 87294.....PI



THE DINGO ATE THE BABY

Babies scaring Elephants, Elephants stomping Lions, Lions eating Dingoes, and, of course, Dingoes eating Babies! And, watch out for Monkeys! Designed by industry legend Mike Elliott, *The Dingo Ate the Baby* is a brilliant variant on "Rock, Paper, Scissors".

UDC 87209.....PI

SPOTLIGHT ON



SHARK ISLAND

Hide! Hunt! Battle! *Shark Island* is a thrilling, semi-cooperative game that pits players, as Shark Hunters, against a monstrous Great White Shark terrorizing a coastal island. Scheduled to ship in August 2017.

UDC 87298.....PI



VS SYSTEM 2PCG: MARVEL LEGACY

Featuring over 200 playable cards across eight different team factions, experience epic, competitive gameplay with *Marvel Legacy* for the VS System 2PCG! Customize your new team - or enhance your existing one - with eight new Main Characters and 32 new Supporting Characters! Scheduled to ship in May 2017.

UDC 87938.....PI

USAOPOLY



HARRY POTTER HOGWARTS BATTLE THE MONSTER BOX OF MONSTERS EXPANSION

Scheduled to ship in August 2017.

USO DB010508.....PI

GOLDEN GIRLS MONOPOLY

The *Golden Girls Edition* of *Monopoly* offers fans of the Emmy Award-winning show a unique game play experience as they buy, sell, and trade iconic locations from the show. Scheduled to ship in August 2017.

USO MN118506.....PI

PLANET OF THE APES MONOPOLY

Featuring custom illustrated art by Dave Perillo, *Planet of the Apes Monopoly* boasts a vintage feel from the classic 1968 science fiction film. Scheduled to ship in August 2017.

USO MN006513.....PI



MUNCHKIN: RICK AND MORTY

Munchkin: Rick and Morty fuses the classic card game fun of monster-slaying and role-playing with cyborgs, aliens, and demons from the popular animated series, *Rick and Morty*. Play as Rick, Morty, Beth, Jerry, Summer, or Mr. Poopybutthole to defeat the greatest adversaries in the *Rick and Morty* universe and become the hero as you reach Level 10 for the win. Scheduled to ship in August 2017.

PSI MU085-434.....\$24.99

FALLOUT OPERATION

Operate on Vault Boy as you remove his Dogmeat Breath, Bottle "Knee Cap", "Adam" Bomb and more. Be careful not to touch his insides, or you might lose your license! Scheduled to ship in August 2017.

USO OP110470.....PI



SUPER MARIO LEVEL UP BOARD GAME

Join Mario and his pals as you advance them up in the Mushroom Kingdom, while challenging other players to gather the most coins and reach the castle at the top. Unlock Mushrooms, Super Stars, and Fire Flowers hidden under Blocks to help level up your team. But, beware of Goombas, Koopa Shells, Bullet Bill, as well as other players trying to sabotage your chances of being the Kingdom's top player! Scheduled to ship in July 2017.

USO LU005191.....PI

VICE GAMES



GROWERZ

Time to experience life as an amateur cannabis grower. Will you be able to create your own secret garden without too much effort? Find the right strains for your seasonal needs in *GrowerZ*. Scheduled to ship in April 2017.

GGD VAG003.....PI

WARCRADLE STUDIOS

WILD WEST EXODUS

Scheduled to ship in May 2017.



ENLIGHTENED COUNTESS AUGUSTA BYRON

WCS 101110007.....\$16.99



HOLY ORDER OF MAN LEGENDARY NURA

WCS 151110003.....\$23.99



LAWMEN BASS REEVES (BOSS)

WCS 141110008.....\$12.99



OUTLAWS BROAD ARROW JACK

WCS 111111003.....\$13.99



THE UNION COLONEL ALBERT CAMPBELL (UNDERBOSS)

WCS 121111007.....\$16.99



THE WATCHERS MAGENTA ALPHA (BOSS)

WCS 191110002.....\$21.99

WARLORD GAMES

BOLT ACTION



AUSTRALIAN INDEPENDENT COMMANDO SQUAD

WLG 402211202.....PI



CHI-HA PLATOON

WLG 402016001.....PI



JAPANESE BAMBOO SPEAR FIGHTER SQUAD
WLG 402216001 PI

PIKE AND SHOTTE



ARMOURED PIKEMEN
WLG 202213001 PI



GENERAL'S COACH
WLG 202413001 PI



STORMING PARTY WITH PETARD
WLG 202213002 PI

TEST OF HONOUR



DICE AND CARDS
WLG 762610005 PI



MASKED MEN
WLG 762610002 PI



MOUNTED SAMURAI
WLG 762610001 PI



PAUPER SOLDIERS
WLG 762610003 PI



RONIN
WLG 762610004 PI



SAMURAI WARBAND
WLG 762610006 PI

WIZARDS OF THE COAST

SPOTLIGHT ON



DUNGEONS & DRAGONS RPG: CHARACTER SHEETS

Inside the pockets of this lavishly illustrated protective folder, you'll find a full set of 5th Edition *Dungeons & Dragons* character sheets for use in any *D&D* campaign. This accessory includes three additional styles of double-sided character sheets giving veteran players options based on their individual play preference and spell sheets for keeping track of their magical repertoire. Also included is an introductory character sheet designed specifically to help ease new players into the game.

WOC C36860000 \$9.95

WIZKIDS/NECA



FEATURED ITEM

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS DICE MASTERS: SET THREE COUNTERTOP DISPLAY (8)

Dice Masters brings Collectible Dice Building to the *Dungeons & Dragons* *Forgotten Realms* universe! Introducing 30 new adventurers and monsters, with exciting new spells and new ways to play, each *Dungeons & Dragons* *Dice Masters: Set Three Draft Pack* contains two Basic Action Cards, 12 Character or Action Cards, 24 dice (two to match each character or action card), and a rules insert. Offered in 8-count displays. Scheduled to ship in September 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 72518 \$79.92

DUNGEONS & DRAGONS ADVENTURE SYSTEM BOARD GAME - 2017 EDITION

Featuring game design by Kevin Wilson with cooperative game play for 1-5 players, the *Dungeons & Dragons* *Adventure System Board Game 2017* introduces multiple scenarios, challenging quests, and adventures forming an incredible, expansive campaign. This brand-new *Adventure System Board Game* highlights new races to play, the first-ever Bard playable character, and an all-new spell deck system for even more interesting encounters with monsters and villains! Offered in a Standard Edition and a Premium Edition boasting fully painted miniatures. Scheduled to ship in August 2017.

PREMIUM EDITION

WZK 73052 \$159.99

REGULAR EDITION

WZK 72816 \$79.99



FEATURED ITEM



D&D NOLZURS MARVELOUS UNPAINTED MINIATURES

Scheduled to ship in August 2017.

DWARF FEMALE PALADIN

WZK 72631 \$3.99

ELF FEMALE WIZARD

WZK 72623 \$3.99

HUMAN MALE DRUID

WZK 72639 \$3.99

HUMAN MALE PALADIN

WZK 72629 \$3.99

WRAITH & SPECTER

WZK 72570 \$3.99



FEATURED ITEM

PATHFINDER BATTLES™

PATHFINDER BATTLES: MAZE OF DEATH BOOSTER BRICK (8)

From lowly Ratfolk, Ghuls, and Viper Vines, to fearsome Minotaurs and rare "dungeon dressing" inserts, *Maze of Death* unleashes 52 figures for the *Pathfinder Battles* line of miniatures. Offered in 8-count bricks, *Pathfinder Battles: Maze of Death Standard Boosters* contain one (1) Large figure and three (3) Medium or Small figures. Scheduled to ship in October 2017.

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 73037 \$127.92



FEATURED ITEM

**PATHFINDER DEEP CUTS UNPAINTED MINIATURES**

Scheduled to ship in August 2017.

GNOLLS

WZK 72582 \$3.99

HALF-ORC MALE BARBARIAN

WZK 72613 \$3.99

MERCHANTS

WZK 72584 \$3.99



FEATURED ITEM

STAR TREK™
ATTACK WING**STAR TREK ATTACK WING: CARD PACK WAVE 3**

Each *Star Trek: Attack Wing Card Pack* includes cards, token sheets, and the necessary dial connector pieces. Scheduled to ship in October 2017.

GORN RAIDER WZK 72948 \$9.99

JEM'HADAR ATTACK SHIP WZK 72947 \$9.99

STAR TREK ATTACK WING: FACTION PACKS 1

Each *Star Trek: Attack Wing Faction Pack* includes four pre-painted plastic ships with cards, token sheets, dial connector pieces, bases, and pegs to accompany them. Scheduled to ship in September 2017.

DOMINION WZK 72946 \$29.99

INDEPENDENT WZK 72950 \$29.99

ROMULAN WZK 72945 \$29.99



FEATURED ITEM



The Return of Khan

STAR TREK: FRONTIERS THE RETURN OF KHAN EXPANSION SET

"No, Kirk... the game's not over..." Tougher Challenges! More Strategic Choices! A standalone boxed expansion for *Star Trek: Frontiers, The Return of Khan Expansion Set* comes complete with Khan's Jem Had'ar Cruiser (*The Pequod*) on a 'Clix Base and a new, playable ship (*USS Enterprise-A*), plus 15 Encounter Tokens, 12 Crew Cards, five Map Tiles, six Advanced Action Cards, six Undiscovered Cards, new Scenarios, and a Rulebook supporting up to five players. Scheduled to ship in August 2017.

WZK 72863 \$49.99



FEATURED ITEM

STAR TREK DEEP CUTS UNPAINTED SHIPS: CONSTITUTION CLASS (REFIT)

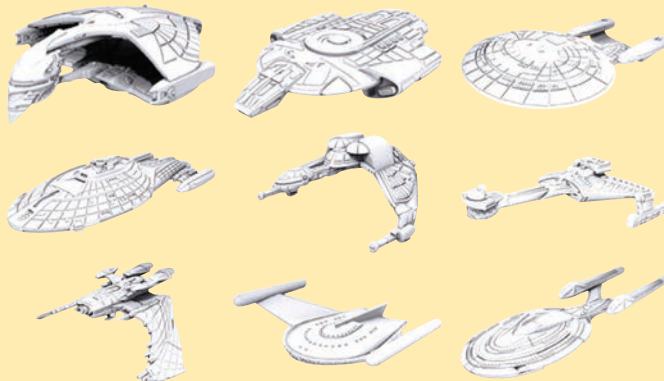
The *Star Trek Deep Cuts Unpainted Miniatures* line

features highly detailed ships, pre-primed with Acrylicos Vallejo primer, with deep cuts for easier painting. Each ship comes with a *Star Trek: Attack Wing* base, two *Star Trek: Attack Wing* pegs, a *Star Trek: Attack Wing* connector piece, and a decal sheet for quick assembly and display. Scheduled to ship in August 2017.

WZK 72968 \$5.99



FEATURED ITEM

**STAR TREK DEEP CUTS UNPAINTED SHIPS**

Scheduled to ship in August 2017.

D'DERIDEX CLASS WZK 72975 \$5.99

DEFIANT CLASS WZK 72970 \$5.99

GALAXY CLASS WZK 72967 \$5.99

INTREPID CLASS WZK 72971 \$5.99

KLINGON BIRD-OF-PREY WZK 72972 \$5.99

K'T'INGA CLASS WZK 72973 \$5.99

REMAN Warbird WZK 72974 \$5.99

ROMULAN BIRD-OF-PREY WZK 72976 \$5.99

SOVEREIGN CLASS WZK 72969 \$5.99



FEATURED ITEM



WIZKIDS DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in August 2017.

PILLARS

WZK 72591 \$3.99

TREASURE PILES

WZK 72592 \$3.99

OFFERED AGAIN



FEATURED ITEM

O/A DC HEROCLIX: 15TH ANNIVERSARY BOOSTER BRICK

The DC Comics *HeroClix: 15th Anniversary Elseworlds* Booster Brick includes the most iconic DC heroes and villains of all time, exactly as you'd expect them to be, and with incredible alternate versions, too. *HeroClix* fans can explore a world in which Kal-El was raised by the Waynes, or Diana Prince as a marshal in the Wild West. See your favorite characters in ways never before possible on the *HeroClix* tabletop! Themes shift from settings in Gotham to Egypt, the Daily Planet to the basketball court, and more! Explore these destinations and the personalities found in the alternate universe of DC Comics *HeroClix: 15th Anniversary Elseworlds*.

WZK 72762 \$129.90



FEATURED ITEM



O/A DC HEROCLIX: 15TH ANNIVERSARY STARTER SET

The DC Comics *HeroClix: 15th Anniversary Elseworlds Start Set* includes the most iconic DC heroes: Batman, Superman, Green Lantern, Wonder Woman, The Flash, and Cyborg.

WZK 72836 \$24.99



FEATURED ITEM



O/A MARVEL HEROCLIX 15TH ANNIVERSARY BOOSTER BRICK

What if heroes become villains? What if someone new gains powers? The *Marvel HeroClix: 15th Anniversary What If?* Collection features the most iconic Marvel heroes and villains of all time, exactly like you'd expect them to

be, and in spectacular alternate versions, too! *HeroClix* fans will be able to have their Punisher become the Sorcerer Supreme, or Daredevil join S.H.I.E.L.D. in ways never before possible on the *HeroClix* tabletop!

WZK 72824 \$129.90



FEATURED ITEM



O/A MARVEL HEROCLIX 15TH ANNIVERSARY STARTER SET

The *Marvel HeroClix: 15th Anniversary What If?* Starter Set includes the most iconic versions of the mighty Marvel heroes Iron Man, Spider-Man, Thor, Punisher, Daredevil and Nico Minoru. A great introduction to *HeroClix* for rookies, a useful teaching tool for experienced stores, and a fresh look at iconic characters for *HeroClix* veterans!

WZK 72825 \$24.99



FEATURED ITEM



O/A MARVEL HEROCLIX: THE MIGHTY THOR BOOSTER BRICK

Marvel HeroClix: The Mighty Thor storms onto the scene with new ways to equip powerful weapons and plenty of

returning characters including Asgardian allies like Sif, Balder, and The Warriors Three, as well as classic Thor villains Loki, Skurge, The Enchantress, and Hela. Longstanding *HeroClix* favorite The Incredible Hulk returns, alongside Throg and Thor-buster Iron Man. Featuring over 70 new figures to collect and play, each *Marvel HeroClix: The Mighty Thor* Booster Brick contains eight standard 5-figure boosters as well as one Super booster.

WZK 72677 \$132.90

O/A MARVEL HEROCLIX: THE MIGHTY THOR DICE & TOKEN PACK

The *Marvel HeroClix: The Mighty Thor* Dice & Token Pack contains two custom dice featuring a Thor icon and six action tokens of the God of Thunder, himself!

WZK 72685 \$9.99

O/A MARVEL HEROCLIX: THE MIGHTY THOR STARTER SET

The *Marvel HeroClix: The Mighty Thor* Starter Set includes six iconic figures with all-new dials featuring the Avengers Prime team joining together to take on all challengers with allies like Hulk and Hercules, and Thor's mischievous adoptive brother, Loki! Each Starter Set comes with everything you need to play, including one double-sided map, a rulebook, a Powers and Abilities Card (PAC), Object and Terrain tokens, Dice, and Character cards.

WZK 72683 \$24.99

WYRD MINIATURES

MALIFAU

Scheduled to ship in April 2017.

NEVERBORN AUTUMN KNIGHT

WYR 20436\$24.00



OUTCASTS A FISTFUL OF SCRIPS - PARKER

WYR 20533\$50.00

RESURRECTIONISTS THE MERCY OF DEATH - REVA

WYR 20239\$50.00

MALIFAU

Scheduled to ship in May 2017.



GREMLINS IRON SKEETERS

WYR 20636\$24.00

NEVERBORN ROUGAROU

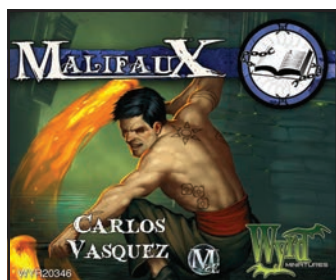
WYR 20439\$18.00

RESURRECTIONISTS SHIELDBEARERS

WYR 20240\$15.00

MALIFAU

Scheduled to ship in June 2017.



ARCANISTS CARLOS VASQUEZ

WYR 20346\$11.00



OLD TOWN BARRICADES

WYR MF029\$17.00



OLD TOWN BUILDING - COLORED

WYR MF025\$38.00

OUTCASTS BANDIDOS

WYR 20534\$18.00



QUARANTINE ZONE GATE - COLORED

WYR MF026\$35.00

QUARANTINE ZONE OUTER WALL - COLORED

WYR MF028\$37.00



QUARANTINE ZONE SIMPLE WALLS - COLORED

WYR MF027\$32.00



SANITARIUM - COLORED

WYR MF023\$70.00

SLUM RUINS - COLORED

WYR MF024\$39.00



TEN THUNDERS YASUNORI

WYR 20727\$40.00

WYRDSCAPE

Scheduled to ship in June 2017.



GRAVEYARD 30MM

WYR WS007\$12.00



GRAVEYARD 40MM

WYR WS008\$12.00



GRAVEYARD 50MM

WYR WS009\$10.00



SEWER 30MM

WYR WS004\$12.00



SEWER 40MM

WYR WS005\$12.00

SEWER 50MM

WYR WS006\$10.00



VICTORIAN 30MM

WYR WS001\$12.00



VICTORIAN 40MM

WYR WS002\$12.00

VICTORIAN 50MM

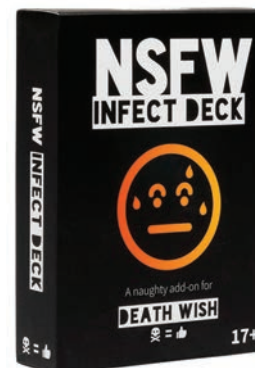
WYR WS003\$10.00

ZAFTY GAMES



DEATH WISH

Get Afflicted! In *Death Wish*, the party card game you're dying to win, pit yourself against your friends and try to be the first to croak by catching an array of diseases. Do dirty things and gain symptoms! Get bitten by a spider monkey, probed by an alien, lick an armpit, kiss a zombie, or even sleep with a mermaid. Combine afflictors with the correct symptoms, and you're on your way to getting deadly diseases! Scheduled to ship in July 2017. IMP ZAF1020\$25.00



DEATH WISH: NSFW INFECT DECK

A very rude add-on for the party card game *Death Wish*. Scheduled to ship in July 2017. IMP ZAF1021\$25.00



PVP GAMES THAT ARE PDQ!

Tabletop gaming is a social experience, which means you need to coordinate time with fellow gamers. As we age, there seems to be less of it (time, that is), and fewer moments to engage in your hobby with friends and family. Which means you need to take full advantage of every opportunity, especially when time is of the essence or there's some to spare. Rest assured... Mayfair has you covered! In this article, we're going to get small and talk about our growing line of fun, fast-playing, two-player games that can be set up and played PDQ ("pretty darn quick").

CAVERNA: CAVE VS. CAVE

The latest game by Uwe Rosenberg! Two family members. One cave. There's much to do and no time to lose! The nearby tribe is doing better than you and this can't stand! In this game of survival of the craftiest you'll carve your way deeper into the mountain and create a cozy cave while gathering resources such as flax and grain along the way. Mine for resources and become wealthier than you, or your rivals, ever dreamed - it's a Cave vs. Cave world!

About Caverna: Cave vs. Cave: Designed by Uwe Rosenberg for 1-2 players ages 12 and up. Games take between 20 and 40 minutes to play.



PATCHWORK

This Uwe Rosenberg masterpiece was a classic the moment it hit shelves and remains so today. Two players compete to craft the best quilt using a unique puzzle mechanic that challenges your ability to manage your resources more, well, resourcefully. Each player must make the best use of the time allotted, as well as the pieces at hand and their personal board. *Patchwork* is

incredibly tight and unforgiving in a way that will seem eerily familiar to Uwe Rosenberg's other games, such as *Agricola*.

About Patchwork: Designed by Uwe Rosenberg for two players ages 8 and up. Games take between 15 and 30 minutes.

TRAMBAHN

Trambahn transports players to Munich at the end of the 19th century: the new tramway is successful and needs expansion. New routes are introduced, stations are built, and existing routes with high demand are reinforced with additional trains. In the end, though, there can be only one tramway company. Who will manage to defeat their competitor? Featuring easy rules, quick-play, multi-functional cards and historic images.

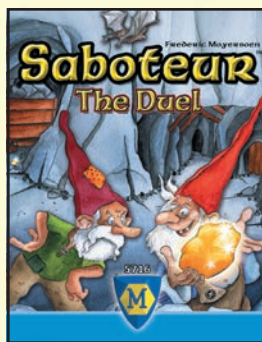
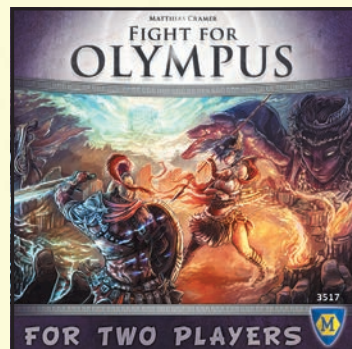


About Trambahn: Designed by Helmut Ohley for 2 players ages 8 and up. Games take approximately 30-minutes to play.

FIGHT FOR OLYMPUS

The gods have abandoned Mount Olympus — and you're determined to take their place! Amass armies of soldiers, heroes, and demi-gods of the Greek Age of Heroes in this fast and frenetic, two-player game of strategy and conquest. Players fight over three areas, each affording a path to victory: Olympus, Delphi, and Troy. Olympus offers a path to swift military victory for the player strong enough to batter down the gates of the home of the gods and force their way inside. Delphi offers resources to build your armies to create an irresistible force. Troy, meanwhile, allows the player to develop their strategy faster, drawing three cards per turn instead of two. Balancing your attention to all three areas of the board is crucial... find the right balance and bring the war to Olympus!

About Fight for Olympus: Designed by Matthias Cramer for 2 players ages 8 and up. Games take between 20 and 40 minutes to play.



SABOTEUR: THE DUEL

To the victor goes the gold! You're a dwarf of the most *acquisitive* sort. You crave all the gold you can get your hands on! Only one question remains: will you gain that gold by hook or by crook? Break your opponent's equipment, lock their doors and throw away the keys, trigger a rock slide and block a tunnel! (but, don't get caught!) The only rule is there are no rules! Of course, your opponent is going to do the same to

you, so build your tunnels wisely and efficiently; be cunning and devious. The dwarf with the most gold wins!

About Saboteur - The Duel: Designed by Frederic Moyersoen for 1-2 players ages 8 and up. Games take between 30 and 45 minutes to play.

...

UWE ROSENBERG Caverna

CAVE vs CAVE

For Two Players!



With only two pairs of helping hands, you stand at the entrance to your new cave dwelling. There is much work to do and no time to lose! The nearby tribe is doing better than you and this cannot stand. Carve your way deeper into the mountain and create a cozy cave. Gather grain, flax, and building materials. Mine for precious metals and become wealthier than you, or your rivals, ever dreamed!



Learn more!



Mayfair Games®



mayfairgames.com

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CORVUS BELLI INFINITY

ONYX CONTACT FORCE 300 POINT PACK - THE END IS NIGH

AN ARTICLE BY GUTIER LUSQUIÑOS, EDITED BY JEREMY BRECKBILL.

It has been more than a year since the Onyx Contact Force 300 point Pack was released, and the time has come to remove it from the Infinity catalogue to make room for new products. The 300 point packs are ephemeral products with a limited lifespan. They have been conceived to introduce players to a new army, providing a playable army list for an economic price, and allow customers to save money while purchasing a product that will form the core of their army lists.

The Onyx Contact Forces are the representatives of the EI to new races and civilizations, designated for operations in remote locations without immediate support. Composed of a selection of the most elite units from the Combined Army, Onyx Contact Forces are advanced combat groups designed to perform aggressive "annexation-or-death" diplomatic actions.

The Onyx Contact Force is a Sectorial Army of the alien Combined Army, but a really special one as it is composed of a selection of chosen units from all the different military forces of the Combined Army (CA). This advantage makes this 300 point pack more appealing to players as it is useful not only in creating army lists for the Sectorial, but also for the generic Combined Army. All the different products comprising the Onyx 300 point Pack can be the core of any generic CA army list, or even for Morat lists.

This pack includes the Combined Army Starter Pack, which is useful for any generic or Sectorial army list; the Drone Remotes, robotic support units that can be found in all the CA Sectorial armies; and the Rodoks, a savage Morat assault team that Morat, generic CA, and Onyx players can use. To sum up, this pack is a pure bargain not only for its reduced price but also for its game versatility for Combined Army players.

The Onyx Contact Force 300 point Pack is going to be discontinued very soon, so don't miss the last chance to get yours!



INFINITY: COMBINED ARMY ONYX CONTACT FORCE 300 PTS. PACK

CVB 280009-0590 \$101.64 |

Available Now!

COMBINED ARMY PACK

ONYX

CONTACT FORCE



300

POINT

ARMY LIST

CORVUS BELLI
INFINITY



"ANNEXATION-OR-DEATH"

CORVUS BELLI
INFINITY

INFINITYTHEGAME.COM

LAZER RYDERZ

LAZER RYDERZ

GTG LAZR-CORE.....\$39.95 | Available June 2017!

Lazer Ryderz is a trackless racing game for two to four players that combines light, push-your-luck mechanics with area denial and strategy elements. Each player chooses a Ryder – the Galactic Waveryder, Lazer Shark, Super Sheriff, or Phantom Cosmonaut – and constructs their lazer paths with pre-formed punchboard pieces. These pieces can be placed according to the gear the player is currently in, with straight pieces, soft-angled turns, and hard-angled turns. Each of the four players has their own special ability that can be used to enhance their strategies. Their goal is to tag three Power Prizms to open the Portal and teleport to their next location. But, just where did this colorful game come from?

Anthony Amato and Nicole Kline of Cardboard Fortress Games created *Lazer Ryderz* from a love of *TRON*, tabletop wargames, 80s movies, and Saturday morning action cartoons. Originally, Anthony's idea was to create the game with a deck of 52-cards to keep it easy to print. The game had actions on one side and arrows on the other. Players would use actions, and then place the cards, face-down, to overlap the arrows and create a line across the table.

The idea was to emulate the *TRON* Light Cycle scene, where players could cut one another off, or use actions to avoid each other – or possibly bump the other players off course and force them to crash. But, it was also an attempt to remove the complexity and high cost of wargaming while keeping the feeling of planning your movement ahead of time. This would all be played directly on the table, incorporating the space as the board instead of using a formal one.



They debuted the early prototype of the game at UnPub 5 in Baltimore, playing it on different sized tables and even a large section of the floor. While that version of the game didn't pan out, they received a lot of helpful feedback, and opted to shelve it for a while. They ended up returning to it a year later, with a last-minute "Eureka!" moment. They decided to try using pieces similar to the movement pieces in *X-Wing* and making the goal to drive over and "tag" points instead of just trying to eliminate your opponents. Two days before UnPub 6, the two frantically cut the prototype out with little time to spare before the event started.

With a few tweaks, the game was not just playable, but also fun and exciting! Anthony and Nicole had maintained the creative vision to use the table as the playing field and avoid having a formal board, while still allowing the players to have meaningful and strategic decisions. The game has great table presence that drew interest from many playtesters, so the duo were busy running it the entire weekend, and Chris Kirkman from Greater Than Games approached them about publishing it on the final day. Two weeks later, at the PAX East Unpub booth, Christopher Badell and other members of the company played it, and they signed on to the game.

From there, it was a whirlwind. Anthony and Nicole had so many ideas for characters and backstory, and worked with Greater



Than Games to bring those ideas to life. Each character is based on cartoons, attitudes, and fashion from the late 80s/early 90s. That overconfident space surfer, the Galactic Waveryder, is a mix of cheesy beach movies and the art of Hajime Sorayama. The Lazer Shark and Super Sheriff were inspired by both the musician Savant and Saturday morning action cartoons like *Galaxy Rangers*, *Saber Riders*, *Silverhawks*, and *Street Sharks*. The Phantom Cosmonaut is right out of an episode of *Jonny Quest*, *Space Ghost*, *Scooby Doo*, or any other weird 80s science fiction trope. Each one has their own backstory, motivations, and unique powers, all of which come together in a sort of light-hearted space opera.

After an extensive search, Jennifer Closson from Greater Than Games hired the artist Blood+Chrome to render the art for *Lazer Ryderz*. He was able to capture the smug attitude of the Waveryder, the awesome power of the Shark, the commanding presence of the Sheriff, and the eeriness of the Cosmonaut. Combined with the VHS-style box (replete with silver “stickers” and an aged look), the original feeling that Anthony and Nicole were going for truly started to come to life. Greater than Games even brought their audio team of Trevor Casterline and Jean-Marc Giffin to bear to create a spot-on synthwave soundtrack.

Having never worked at this level with a publisher before, Anthony and Nicole weren’t entirely sure what to expect from Greater Than Games. They were given more creative input than they expected, and enjoyed the direction Blood+Chrome went with the art, as well as how Greater Than Games developed the packaging. It was also fun to work on worldbuilding for the universe, since they hadn’t

put as much thought into the backstories of each character as GTG generally does with their *Sentinels of the Multiverse* world. Giving personalities, motivations, and histories to each of the characters was exciting, new territory.

While making the game and showing it was enjoyable, Anthony and Nicole wondered how fans of Greater Than Games would receive it. This was a much different game than they had published before – what would their fans think of it? Thankfully, the response has been overwhelmingly positive, and Anthony and Nicole have had a great time not just demoing the game, but interacting with both fans of Greater Than Games and Cardboard Fortress Games. Seeing the fans’ reactions to the premise and some of the more unexpected rules during the initial demo has been a delight. The goal was to create something enjoyable and light, something that would be fun and zany, but still challenging and strategic.

Developmentally, there were a few challenges that Anthony and Nicole worked through with Greater Than Games. Balancing the powers of the characters took some testing, with some obviously more powerful than others. Stretch goal characters and their powers were also tested out prior to the Kickstarter to see which ones worked.

Lazer Ryderz will be available in the summer of 2017 to rent – um, rather, to own! You don’t need to be kind and rewind it – you can buy it in its special edition VHS tape box with all the pieces pre-punched out. You’ll be able to relive all of those mornings watching 80s cartoons. And, don’t forget to put on the soundtrack while you play it!

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X-MEN FIRST CLASS

DICE MASTERS

MARVEL DICE MASTERS: X-MEN FIRST CLASS GRAVITY FEED (90)
WZK 72692 \$89.10 | Available September 2017!

Coming this September from WizKids, *Marvel Dice Masters: X-Men First Class* brings the mutants from fan-favorite Marvel comics to the tabletop for competitive, dice-building action! This 124-card expansion will feature multiple rosters of X-Men, the Exiles, and the Brotherhood of Mutants. Now let's take a closer look at some of the specific cards and mechanics found in the new set.

Marvel Dice Masters: X-Men First Class focuses on spinning your character dice up and down to manipulate your strength and abilities, one of the unique features of *Dice Masters*. Many of the mutants in the set unlock their powers with the keyword **Awaken**, letting you damage your opponent, reroll opposing characters, or get an attack boost by spinning up to a higher level. When enjoying a Rainbow Draft or playing a casual game with friends, a player will have plenty of opportunities to spin character dice to new faces.



Professor X: Peaceful Coexistence allows players to spin all X-Men-affiliated dice up one level at the start of their turn. Professor X's ability plays wonderfully with the new keyword, **Awaken**. Characters with **Awaken** may use their power when their die spins up one or more levels. Cyclops and Iceman, graduates of the first class of X-Men, both have the **Awaken** keyword. Cyclops: **Boy Scout** may deal three damage to a target character when his character die is spun up, while Iceman: **Cold Hands, Warm Heart** doubles his attack value.

Giant-Size X-Men revealed the next generation of mutant heroes, and *Marvel Dice Masters: X-Men First Class* sees the *Dice Masters* debut of Thunderbird, Sunfire, and Banshee. Thunderbird: **Warrior of the Apache** will allow you to spin up all your characters when he's KO'd. If Sunfire: **Moeagaru!** is also on your team, his **Awaken** ability will activate giving him +1A and +1D. **Awaken** isn't solely an offensive power, though. Storm: **Misspent Youth** allows a player to prep a die from their bag whenever a Storm die spins up a level. Prepping additional dice will allow a *Giant-Size X-Men*-themed team to purchase Colossus, Wolverine, or other means of victory!



Magneto leads the Brotherhood of Mutants with Magneto: The House of M, which grants all Brotherhood characters the **Infiltrate** keyword. The Brotherhood can use **Infiltrate** to deal direct damage while using powerful "while active" abilities to control the field. Blob: **Appetite for Destruction** has the ability to prevent an opponent from both purchasing and fielding dice from a chosen card, and Scarlet Witch: **Careful What You Wish For** can force an opponent to twice roll an Action face before they can use it. Pyro, Avalanche, and Quicksilver will add to the synergy of the Brotherhood in their fight against the X-Men.

Another character who leverages **Infiltrate** is the leader of the Exiles, Blink. Blink: **Unhinged from Reality** gains **Infiltrate** whenever a player uses an Action die. Along with Blink, the original Exiles team, Morph, Mimic, Nocturne, and Thunderbird, is featured in *Marvel Dice Masters: X-Men First Class*. Mimic and Morph provide players variations on copying abilities and dice. Mimic: **Borrowed Talent** allows a player to copy the A and D of a character and Prep two dice anytime that character is fielded, while Morph: **Change of Heart** can use the effects of a Basic Action Card while attacking.



Releasing in September as a stand-alone Gravity Feed, *Marvel Dice Masters: X-Men First Class* is a set you won't want to miss! With \$0.99 Foil Packs introducing fan-favorites Doop, Onslaught, Boom Boom, Jubilee, and many more muties, players will be able to recruit their *Dice Masters* teams like Professor X gathered his mutants in *X-Men First Class*. Visit DiceMasters.com for more information!

...

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Lignum

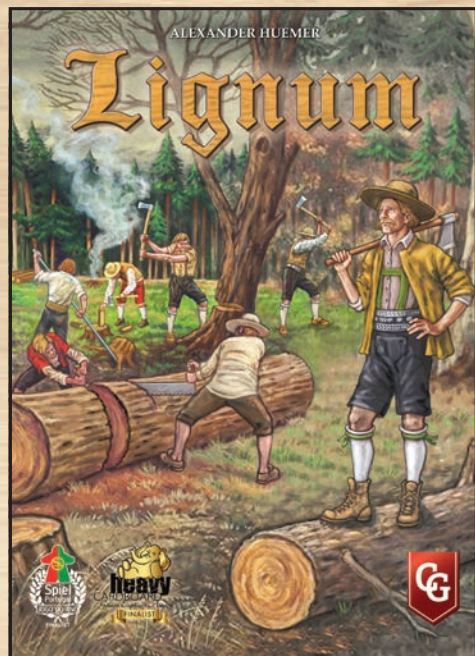
LIGNUM

CSG LIGNUM01 \$69.99 | Available July 2017!

My name is Alexander Huemer and I was born in 1975. I grew up in Raab (a very small village in Upper Austria). Because of my studies, I moved to the city Linz, where I currently live. I work as a teacher in a school for children with special needs in Wels, a town next to Linz.

First signs of designing games:

During my childhood, I did what a child most likes to do: play, play, and more play (thanks to my parents)! Eventually, I got bored of the regular children's games, so I started to *change* the rules. Of course, my friends weren't always amused. These were the first steps of designing games.



First contact with the theme:

Working with my grandfather in his small workshop was my other favorite thing to do in my childhood. He was a joiner, and he taught me a lot about wood. Since then, the smell of fresh-cut timber reminds me of the wonderful time with my grandfather. Eventually, many things have changed in my life, but my passion for playing and designing games has not.

Design and the theme come together:

In 2010, I participated in a competition from spielmaterial.de. The task at hand was to design a board game that had to incorporate some uniquely shaped wooden tokens. These tokens reminded me of a lumberjack with an axe on his shoulder, so the idea of *Lignum* was born.

Basic idea of Lignum:

During the designing process, I read up on annual timber harvesting. As it turned out, in former times, the collaboration of the working

groups was very important for the woodworking companies. They tried to figure out how they could organize the groups and make the working process as efficient as possible. The more they optimized the process (from marking and cutting the wood, to selling it) the more profit they made. This was a very interesting part in the history of woodworking, which became the heart of *Lignum*. During the whole designing process, I tried to focus on this aspect.



What's Lignum about?

Lignum is about running a sawmill in the 19th century. You start with only \$5 and try to run your burgeoning woodworking company as economically as possible for two years (eight seasons / rounds), managing temporary workers and different acquisitions throughout the game. You need to optimize the woodworking process (cutting, transporting, sawing) in the best possible way, and eventually start making a profit. You should reinvest wisely, secure lucrative tasks, and plan for the upcoming seasons. However, always keep in mind you'll need plenty of food and firewood during the cold, winter months. Eventually (and hopefully), your small company will blossom, and you'll have generated the most income after two years to win the game.

How would you describe the "gaming experience"?

Basically, *Lignum* is a tight, medium-heavy board game. Players control the level of complexity by planning for the upcoming seasons (rounds). The more you plan, the more complicated your game gets since every plan needs preparation, but once it works out, your efforts will be rewarded lucratively.

Final words:

Lignum was published in 2015 by Mücke Spiele. Because of the limited print run, I had to leave out some layers of the game. That's why the "joinery and the buildings" idea has never seen the light of day. Fortunately, Clay Ross from Capstone Games was interested in publishing *Lignum* and incorporating these play elements. It's truly an honor to work with Clay. You can sense his passion for board games and that's why the new version of *Lignum* will be dramatically improved. I'm very happy about it. Now the game feels complete to me.

In *Lignum*, you begin with a limited amount of resources and workers as you set out to run your lumber mill as efficiently as possible. Savvy investments and proper planning will ensure that your mill will be the most profitable. Be cautious, however, for competition is fierce! You will need to secure the best cutting areas, make use of limited contract workers, and continually update your equipment. Your competitors are not the only thing to fear as you will also need to store enough firewood and food to survive the harsh winters. Experience the life of a lumberjack with *Lignum*!

...

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Catacombs & Castles™

CATACOMBS & CASTLES

ELZ 1200 \$69.99 | Available May 2017!

Catacombs & Castles is a team-based dexterity game where players flick wooden discs representing either the noble defenders of Team Castle or the Wraith Knights of Team Catacomb. The game was designed by Aron West, illustrated by Kwanchai Moriya, and published by Elzra. The game is quick to play with battles lasting about thirty minutes.

The game uses the same "Dexterity Game System" and rule set found in Elzra's award-winning fantasy dungeon crawler, *Catacombs Third Edition*. If players are familiar with *Catacombs*, then they'll have a good sense of how the basic moves in *Castles* works already. *Catacombs* is asymmetric in that one player (the "Overseer") controls hordes of baddies as the opposing players lead a team of four heroes, venturing through the dungeon to confront a final boss — either a Dragon, Gorgon, Lich, or Sorcerer. *Catacombs & Castles* offers two different ways to play: "Team Mode" and "Boss Mode". In Team Mode, players manage heroes from either Team Castle or Team Catacomb to defeat the opposing team in fast-paced dexterity combat. This mode is fully competitive (no Overseer required) and supports up to eight players. Boss Mode enables an asymmetric battle with either the Castle Lord or Catacomb Lord supported by their army of Warriors.



The game includes eight heroes: the Huntress, Watch Commander, Ranger, and Mage Princess on Team Castle, and the Marauder, Vampire Princess, Queen of Storms, and Assassin on Team Catacomb. A double-sided game board depicts the towers and walls of Team Castle's base on one side. The underground lair of Team Catacomb's Wraith Knights is on the other. Like *Catacombs*, the game includes Elzra's Wall System that prevents pieces from falling off of the table during play.

In *Catacombs & Castles*, preparing to play is part of the game. Players from opposing teams take turns building a three-dimensional environment that complements the game board's artwork. They do this by placing different wooden shapes on top of icons printed on the board. To provide different layout possibilities, the rectangular blocks may be placed in any orientation. The base *Catacombs & Castles* game includes three different types of block and future expansions will include others. Once the game board is configured, the players place their team of heroes in each corner, and the battle begins.

In *Catacombs & Castles*, all heroes have a basic ranged attack represented by a separate disc. Players will be flicking their hero's disc, then shooting various arrows, ninja stars, nets, or fireballs. These



unique actions that heroes may perform are called "shot sequences" and are printed on each hero's rule card for reference. For example, the Huntress may move and then shoot her longbow or perform a melee attack. Like the moves of each piece in a game of chess, the basic shot sequences for each hero are balanced between the two teams. This ensures that fully balanced games are possible, where the players who win are those that demonstrate the highest degree of skill.

The two teams diverge in their various Ability cards included with the game. In Team Mode, these are charged up by capturing Health Tokens from the opposing team. Once a card has enough Health Tokens (typically one or two), then a player may choose to activate it by discarding the tokens and playing the shot sequence on that card. An Ability card may be charged up and used again. There's a way to help your teammates charge their Ability cards more quickly. On the other hand, players can sabotage an opponent's Ability card to prevent them from activating it in the first place. Many Ability cards enable "Team Actions" where teammates may join an attack and pile on an opponent or come to a teammate's aid and rescue them from a tough spot.

As a standalone game, *Catacombs & Castles* provides a strategic and competitive experience. Players will have to work together in order for their team of heroes to be victorious. Due to their shared foundation, heroes from *Catacombs Third Edition* can be used in *Catacombs & Castles*, and vice-versa. Even the Team Catacomb heroes are ready for some dungeon crawling: they aren't fussy about where they plunder their gold.

Catacombs Third Edition and the *Cavern of Soloth* expansion are back in print and both were awarded the *Dice Tower Seal of Excellence*. *Catacombs* is also recommended by *Shut Up & Sit Down!*, *TricTrac*, and the podcasts *We're Not Wizards* and *Sweet Kicks with Bricks*. Finally, dragon-riding comes to both games with the addition of the *Wyverns of Wylemuir* expansion due to be released soon. Happy flicking!

...

Aron West is the founder of Elzra Corp. and designer of several games including *Catacombs & Castles*. Elzra is based in Hamilton, Ontario, Canada.

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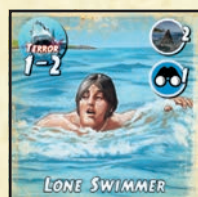
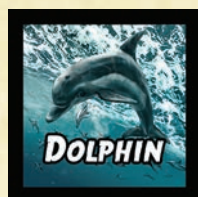
SHARK ISLAND™

INTO THE DEEP

SHARK ISLAND

UDC 87298..... \$39.99 | Available August 2017!

The design of the game *Shark Island* grew out of the love of all things sharks by co-designer Pete Shirey and the love of cooperative adventure games by co-designer Richard Launius. Pete, a first time designer, shared his ideas and vision for a shark verses man game with Richard. What Pete had mapped out was a large-scale game whereby players would hunt for a monster shark terrorizing a small set of islands. After reviewing Pete's ideas and design notes, Richard felt the game was too massive and the mechanics needed tweaking. After some discussion, Richard suggested they work together to create a game on a smaller scale that still encompassed the heart of Pete's vision – a strategic game of deduction, quick search, and dynamic combat. Pete was agreeable to the idea and together they established the basis for *Shark Island*, starting with a simple principle of head-to-head competition between a shark player and cooperative hunters. By choosing to make the shark a competitive player in the game rather than using artificial intelligence for a pure, cooperative game (all players against the AI) as Richard traditionally designed previously in games like *Arkham Horror* and *Defenders of the Realm*, the intellectual deduction of where the shark would strike and the strategies that could be implemented would be increased significantly. With this direct competition and deduction process established, the designers began to build mechanics that supported the theme of the game, a classic battle between man and shark. To take the game to the epic level it deserved, the mechanics needed to provide more than just deduction between the players, it required a high level of action, as well, to create those great scenes of terror and heroics reminiscent of such classic literature and films like *Moby Dick* and *JAWS*.



Using hidden movement for the shark during each round and placing of fins on the active hunting grounds, with only one (1) fin representing the real location of the shark and limiting the search actions for the hunters, the game delivers a quick and tense search each turn to uncover the shark before it terrorizes an area around the island. Establishing variable terror points for the shark player to score on the few hunting grounds available each turn, which also drive their victory conditions, created a deductive process between the shark player and the hunters as to whether they would take a major risk for more or fewer terror points. The hunters can't protect all the areas, so if they fail to find the shark in the search phase of the game, they need to determine where they'll patrol in hopes of catching him as he strikes. This tense game of cat-and-mouse (or, more precisely, predator and prey) is played out rapidly each turn and often results in a heated battle between the monster shark and the hunters. Additionally, as with any Launius design, the focus on the theme would have to be strong. To do this,



the shark and the hunters need to have clear identities. Pete brought the shark knowledge and Richard the heroic hunters, together designing decks of cards for each character and shark; adding skills, background, and defining each character uniquely in game play.

Last, but certainly not least, would be a dynamic combat system. Several combat systems were tested before finalizing on the card-based battle that shares some mechanics with *Blackjack*. But, this combat deck goes far beyond the numbers and suits, but rather in the form of special cards such as Sharks, Harpoons, and The Heat of Battle, each altering the classic game and moving it to something far more exciting and uncertain, yet easy to learn and play.

In the end, the designers created an adventure game in *Shark Island* that gives a nod to all the classic books and movies that pit man against creatures of the deep, bringing them to life in a 45-minute game experience.

...



Pete Shirey retired from UPS in 2013 to work in the gaming industry. He currently works in Marketing and as a Volunteer Coordinator for CMON and part time as a game designer. New to game design, Pete hopes to create new and innovative games that are high in theme and easy to play for all types of gamers. In addition to publishing *Shark Island* by The Upper Deck Company, he has another untitled game that will be published later this year. Pete has a life-long obsession with sharks and all things shark related. *Jaws* was his favorite movie growing up and he has watched *Shark Week* religiously since 1988. Pete and his wife Elisabeth live in Simpsonville, SC. They have two children, James (18) and Isabella (5).

Richard Launius retired from AT&T in 2009 to fully dedicate his time to designing games. Richard is known for designing cooperative adventure games that are strong in theme. His design credits include: *Arkham Horror* 1st & 2nd Editions, *Defenders of the Realm*, *Elder Sign*, *Dragon Rampage*, *Defenders of Last Stand*, *Ace Detective*, *Legends of the American Frontier*, *Run, Fight or Die*, *Pirates VS Dinosaurs*, *Draco Magi*, *Thunder Alley Crew Chiefs*, *Alien Uprising*, and *Cthulhu's Vault* as well as many expansions for his games. Richard's games scheduled to be published in 2017 include: *Fate of the Elder Gods*, *Saving Time*, *Madness at Midnight*, *Dragon Rampage* 2nd Edition, and *Shark Island*. For those of you that like baseball trivia, Richard designed the uniform the Chicago White Sox wore from 1982 – 1986 and is now worn as their Sunday special uniform. Richard and his wife Carolyn reside in Simpsonville, SC. They have three children and 4 grandchildren.



JUNE RELEASES



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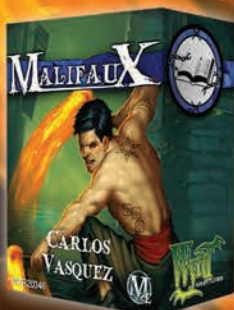
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HUNT FOR THE RING:

INTERVIEW WITH GAME DESIGNER FRANCESCO NEPITELLO

HUNT FOR THE RING

AGS WOTR012 \$49.90 | Available September 2017!

Designed by Francesco Nepitello and Marco Maggi, co-authors of the award-winning *War of the Ring* board game and other thematic games set in Tolkien's Middle-earth, and Gabriele Mari, author of *Letters of Whitechapel*, *Mister X*, and *Garibaldi*, *Hunt for the Ring* is hidden movement, deduction, and adventure game that recreates the initial chapters of "The Lord of the Rings".

Hunt for the Ring takes the players upon a new journey across Middle-earth, at the beginning of Tolkien's trilogy, when Frodo and his hobbit friends leave the Shire to reach Rivendell, pursued by the Nazgul, the terrible Ringwraiths. The game is played in two parts, using two boards and many different components, with art by John Howe, miniatures by Bob Naismith, and game boards by Francesco Mattioli.

In this interview, Francesco Nepitello tells us more about the game and its development.

How did you start working on the "Hunt for the Ring"?

It all started with a proposal from Roberto Di Meglio of Ares Games. He first had the idea of marrying a hidden movement game in the style of *Letters from Whitechapel* to our own *War of the Ring*.

Marco Maggi and you have a great background in games set in the *Lord of the Rings* world, while Gabriele Mari is well-known for his hidden-movement games. Have you worked together previously?

We've known Gabriele for a long while now, but never had the chance to work together. When I and Marco started working on the design of *Hunt for the Ring* we felt it was necessary to reach out to Gabriele. When you know someone who excels at something, why try to reinvent everything? Our first impression was soon confirmed: Gabriele and his team started immediately sending useful feedback and developing our initial concepts in exciting, unique ways.

What have been the greatest challenges in the development of *Hunt for the Ring*?

It's challenging to make a hidden movement game that remains faithful to its simple, fundamental mechanics and to build around it a game that is also atmospheric and thematic. Add too much theme and you lose the thrill of hunting Frodo; take out too much flavor, and the game becomes an intellectual exercise. I think that after many months of development and testing we hit that perfect spot where everything feels just right.



How many players can take part in the game and in which roles? Which characters are presented?

One player plays Frodo and his friends and allies, as they endeavor to bring the One Ring to the sanctuary of Elrond in Rivendell, while one to four opposing players take on the roles of the Ringwraiths, sent by Sauron to reclaim his lost treasure.

The game is divided in two parts, which play differently from one to another. How does the gameplay change in each of them?

In Part 1, the Ringbearer player leads Frodo from his starting location to the town of Bree, and the Ringwraith players scour the Shire trying to gather information and to find the Hobbit. In Part 2, the Ringbearer player controls Gandalf, as the Wizard moves hidden, protecting Frodo, who moves automatically towards Rivendell. Part 1 is a tense duel of wits, with each player trying to outwit the opponent; Part 2 feels more like a frantic chase!

What is the average length of a game?

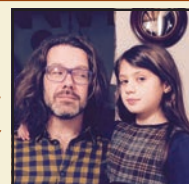
It differs based on the players — a full game can last up to 3-hours. The game includes materials and guidelines to play the two parts, separately, so players can store the game quickly after Part 1, to resume playing later, if they desire.

What do you find most enjoyable in *Hunt for the Ring*?

I think that the right balance between theme and game mechanics makes this game a very immersive experience. Every Ringbearer player will feel the tension of seeing the Ringwraiths draw closer to Frodo, very much like in the iconic scene where one of the Nazgul crouches by the road as he senses the presence of the Ring! And, no Ringwraith player will escape the frustration of seeing Frodo escape from their clutches at the last moment, or the thrill of wielding the power of sorcery as they play a card to finally pinpoint the location of their prey.

...

Francesco Nepitello is a freelance game designer. He lives in Venice, Italy, in the island of Giudecca. He is one of the creators of the best-selling *War of the Ring* strategy game, co-designed with Marco Maggi and Roberto Di Meglio. He is also the primary writer for *The One Ring*, the newest roleplaying game set in Tolkien's Middle-earth, and the father of Anita.



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DEMO MONKEY PROGRAM

Does killing Doctor Lucky fill you with joy? Are you excited about using mad cows from England to detonate unexploded bombs in France? Perhaps you're a zombie working in a fast-food restaurant with a brain to share? If so, we have good news; after over a decade of dormancy, the *Cheapass Games Demo Monkey Program* is back in action!

Comprised of dedicated Cheapass Games fans with a passion for demoing and/or free games, Demo Monkeys can be spotted worldwide in their natural habitats: friendly local game stores (FLGS), game cafes, libraries, conventions, and anywhere else games are played. Their mission is first and foremost to spread the 'good word of gaming', with a secondary mission of promoting Cheapass Games titles in particular.



Becoming a Demo Monkey is easy:

Sign up at <https://www.surveymonkey.com/r/NewDemoMonkey>.

- Arrange an event. This is often as simple as talking to your library or FLGS. As long as your event is open to the public, you're good to go.
- Request an event kit. Wait anxiously by your mailbox until your box of free games and swag arrives.
- Host your event (ideally without burning down the venue). Remember to take pictures; these are vital for the next step.
- Send pictures of your events to Cheapass Games. Pictures are used as shameless marketing fodder and to confirm that verification games and promo items aren't being sent into the ether.

Retailers are also welcome to request (completely free) event support directly by emailing cheapass.team@gmail.com!

Here are just a few of the available event kits:

MURDER MOST FOUL FUN



Featuring *Kill Doctor Lucky* and *Get Lucky*, two of our bestsellers, the *Murder Most Foul Fun Kit* includes demo copies of both games, Lucky Mansion patches for all players, and a set of custom meeples for the winner(s). Doctor Lucky coloring books can also be requested for venues with gamers too young to participate, or who simply enjoy coloring.



THE ZOMBIES OF FRIEDEY'S: FAST FOOD RESTAURANT OF THE DAMNED

Get to know the hardworking zombies of *Friedey's: Fast Food Restaurant of the Damned* with two Cheapass classics: *Lord of the Fries* and *Give Me the Brain!* In *Give Me the Brain!*, you and your coworkers are zombies with lots of chores to finish, but only one brain to pass around. To win, you must finish your work and empty your hand — but you'll probably need to get your hands on the brain first. In *Lord of the Fries*, the zombies return in a menu completion game. It's still pretty hard to get anything done, since everyone is dead, but don't let that worry you. The dead can still assemble combo meals.

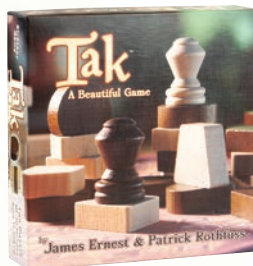
The *Friedey's Event Kit* includes copies of both games, a random *Lord of the Fries* standalone expansion, a custom *Give Me the Brain* die, and brain erasers for all players. *Lord of the Fries* and *Give Me the Brain* coins are included as prizes for game winners.

LEARN TO PLAY PAIRS: A NEW CLASSIC PUB GAME

Especially suited to game cafes, the *Learn to Play Pairs Kit* includes a *Pairs* coin for each participant along with several *Pairs* decks and *Pairs Companion* booklets. A single *Pairs* deck can be used to play over two dozen different games, and is an ideal choice for playing at pubs and introducing traditional card game players to something new. Those interested in a *Pairs Event Kit* can check out the different decks available at <http://www.playpairs.com>.



EXPLORING TAK: A BEAUTIFUL GAME



Our newest title is already one of our most popular. *Tak: A Beautiful Game* is described in Patrick Rothfuss's *New York Times* Bestselling series, *The Kingkiller Chronicle*, and made reality by James Ernest. *Tak Event Kits* include a copy of the game, keepsake *Tak* coins for all participants, and a digital copy of the *Tak Companion Book*, which includes more information about *Tak* in Rothfuss's world as well as strategy notes and puzzles.

Please note all event kits are subject to availability. Graphics and printable signage are available.

Interested in trying something else entirely? Some of the most ambitious Demo Monkeys have crafted GIANT versions of *Kill Doctor Lucky* and *Tak*, run a *Friedey's* night dressed as a zombie, or held game nights at local shelters and nursing homes. Contact us with your game night and event ideas, and we'll do our best to make them a reality!

If you're interested in becoming a Demo Monkey, or have questions, feel free to contact Demo Monkey Mistress Cassidy at cassidy@cheapass.com.



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TRICKS OF THE GAME TRADE

by Jon Leitheusser



GAMING IN SPAAAAAAACE!



Nothing is more rewarding for a gamer than finding a game system they like. A game that inspires great stories and characters that you and your friends create and enjoy together using rules you're well-versed in and can quickly adjudicate. However, nothing is more exciting for a gamer than when the system they love is used in a new genre! That's what's happening this month with the release of *Starfinder*, the newest roleplaying game using the *Pathfinder* game system from Paizo Publishing.

A LITTLE HISTORY

Some of you may be wondering how they can take a fantasy game and turn it into a science fiction game that uses the same game system. Actually, it's more accurate to call *Starfinder* a science *fantasy* game, but to answer that question, we need to know a bit more about the *Pathfinder* game system. It began life almost two decades ago as *Dungeons & Dragons 3rd Edition*. That edition of *D&D* took the idea of Open Gaming Licensing (OGL) and applied it to the *3rd Edition* rules. Wizards of the Coast, the publishers of *D&D*, created a document called the System Reference Document (SRD) and spelled out how other companies could use the SRD, which contained all the rules of *D&D* without any of the characters, names, or setting material that belonged to Wizards of the Coast, to make their own games using what's universally called the *d20 System*.

Unsurprisingly, companies and creators jumped at the chance to publish games using the most popular roleplaying game system around, which also boasted the largest fan base, filled with players who were already familiar and fanatic about the system. Most of the games and supplements released by other companies were fantasy settings or adventures, but the system was also adapted to horror (*Call of Cthulhu*), super-heroes (*Mutants & Masterminds*), espionage (*Spycraft*), Weird West (*Deadlands*), and even science fiction (*Star Wars*). So, it's only natural that Paizo Publishing, who's kept the *d20 System* alive in the wake of two iterations of *D&D* with the *Pathfinder Roleplaying Game*, to run rampant with it.



FAST FORWARD TO NOW

Pathfinder was announced in 2008, had a huge, public playtest, and was released in August of 2009, which means it's been around for nearly a decade. Any game system gets a bit long in the tooth after a while, so revitalizing the fan base and luring new players—who may be interested in science fiction because of movies such as the resurrected *Star Wars* and *Star Trek* franchises—to try *Starfinder* is a viable alternative to fantasy tropes.

The great thing about this new take on the *Pathfinder* rules system is that it was created by designers who, in some cases, have up to two decades of experience with the *d20 System*. That being the case, they were able to bring their considerable design chops to bear, which should make *Starfinder* not only mechanically solid, but also introduce some incredible new options to the table.

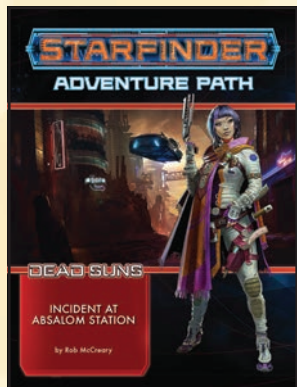
Behind the scenes, *Starfinder* has been in the works for a couple of years—and that's not taking into account all of the "playtesting" that took place at gaming tables over the last decade. In that time, the Paizo team (coined the "Starchamber") created seven new classes appropriate to science fantasy, rules for a passel of new races, a complete system for starship construction and combat, loads of magical and technological weapons and equipment, rules for inhospitable and dangerous environments found on strange, alien worlds, and, of course, lots of new setting material and spells. It promises to be a massive tome with some great follow-up support after the initial release.



MY GOD, IT'S FULL OF STARS!

So, why all the hubbub over a game that's been around for a couple of decades expanding into science fantasy? Well, because the folks at Paizo have proven themselves capable of amazing things! They offer a solid game system, have shown they're capable of long-term support for their games, and they create rich environments ripe for GMs to come up with adventures of their own.

A perfect sign of this is the fact that following the release of the *Starfinder* core rules, Paizo is introducing one of their fantastic Adventure Paths for the game—*Dead Suns*. Adventure Paths, for those that don't know, are a series of linked adventures that take players through an entire campaign with a beginning, middle, and end, taking characters from 1st level to somewhere in the 10th or higher range. It's basically a 'campaign in a can'. The perfect solution for GMs who either don't have time to come up with an adventure of their own, or for players and GMs who want a tour of the new setting. Keep a lookout for *Dead Suns'* first chapter, *Incident at Absalom Station*, soon after *Starfinder* hits the shelves of your FLGS.



ANYTHING ELSE?

Of course, there's more to be excited about! Because *Starfinder* uses the *Pathfinder* system, most of the races, spells, classes, feats, and such can be incorporated into your fantasy campaigns. Plus, all those *Bestiary* books are filled with monsters you can unleash upon your new space-faring game! It's always a nice bonus when the books you already have on your shelves (or on your hard drive) can be repurposed. Now, if you want, you can have the PCs visit a planet of dog people, simply by using the *Pathfinder* stats for gnolls—and, who knows, since this is a science fantasy setting, gnolls may already exist somewhere in it!

If all this sounds interesting to you, take a hard look at *Starfinder*... it promises to be a fun, interesting new setting with familiar rules, but tons of great, new stuff that could do a lot to bring new players to your table and get those who are already there fired up for new types of adventure.



INCONCEIVABLE!

I can't let this month pass without calling attention to what's in the works from ToyVault—*The Princess Bride Roleplaying Game*! Based, of course, on the classic movie from 1987, which was in turn based on William Goldmans' excellent novel of the same name from 1972. The game uses the quick and easy-to-learn *Fudge* system created by Steffan O'Sullivan, who's also the author of this game.

If you've ever wanted to explore the political conflict between Florin and Guilder, or face-off against brutes like Fezzik, skilled swordsmen such as Inigo Montoya, or match wits with rogues like Vizzini, this is the game for you!

TAKE IT TO THE TABLETOP

Another month and another couple of books tied directly or indirectly to pop culture staples like fantasy and science fantasy. And, once again, those ties to pop culture should make it easier for GMs to find new players for their games. Pitch the idea of playing in the world of *The Princess Bride* to the right people and you could have a new gaming group up and running in no time! Let your friends who are *Star Wars* fans know you're interested in running a science fiction game steeped in magic and mysticism, with all sorts of alien races and monsters, and you can get rolling with a new campaign straightaway.

Everyone's a fan of some aspect of popular culture, so it's not surprising game companies use those settings and tropes to catch the attention of GMs and players. If you're the GM for your group, you can (and should!) use the same tactic to hook new players into a new or ongoing game.

...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, was the *Mutants & Masterminds* game developer for *Green Ronin* from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington, but will be moving soon!

Watch Table for Two Show!



www.tablefortwoshow.com

SABOTEUR: THE DUEL (MFG ASI5716)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



 8 & Up	 1 - 2 Players
 30 Minutes	 \$15.00

Get that gold! That's what this game is all about, and whoever has the most gold at the end of three rounds wins! This is a great, little, portable card game from Mayfair for just two players. Each player portrays a dwarf in search of gold, and they're digging through a tunnel to find it. But, obstacles can prevent your progress, so you'll have to strategize the best route to take!

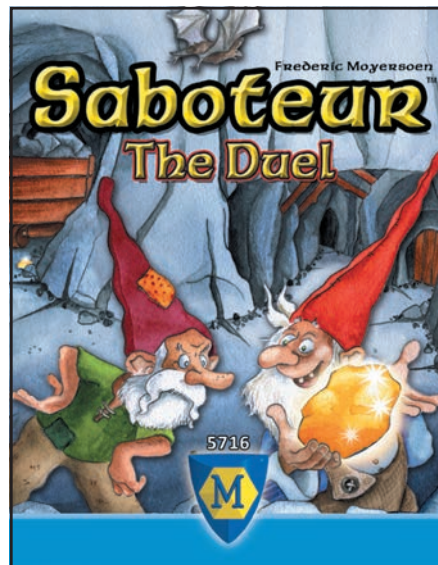
EASY TO LEARN?

The rules took less than 10-minutes to read through and were easy to comprehend. We only had to glance at them once or twice during our first game to make certain we were using the action cards correctly. There's even a rule option for a solitaire game if you want to play it solo.

HOW IS IT PLAYED?

One player is the blue dwarf, while the other is green. There are two "start" path cards showing a ladder coming out of a tunnel with a colored hat of the dwarves. These are placed on the table between the two players. There are 18 goal cards that are shuffled. In the first round, place six goal cards, face down, between both players in a specific starting pattern (shown in the rulebook). They are spaced out over 10 spaces and five rows, with the goal being to build tunnels from your ladder to the goal cards that are mapped out. The goal card could contain gold, or nothing at all – you won't know until you get there! There are 34 additional path cards that are shuffled together with 18 action cards. Each player is dealt a hand of six cards, and the rest are placed in a draw pile. Players take turns and can perform one of four different actions:

- Play a path card on the table – you must play it on your color path, unless the tunnels between players eventually merge. You must also make sure the path connects to all adjacent cards around it – that can be tricky sometimes! Pick up a new card from the draw pile when done.
- Play an action card from your hand and pick up a new card from the draw pile after you take the action. You can sabotage your opponent, which stops them from playing cards unless they have a repair card to counter it. There are key cards that allow you to open a door in a tunnel when the door is not your color, and rockslide cards that permit you to move cards from the path, which could sabotage the other player's tunnels.



- Discard two cards to remove a bad action your opponent has given you – in this case, you're penalized since you're only allowed to take one card from the draw pile.
- Pass by discarding one or two cards from your hand to replace with new ones – very handy when you have nothing advantageous in your hand to play.

Once you reach a goal card on your path, you turn it over. If there's gold on it, you can "claim" it by putting a dwarf counter of your color on it.

Play continues during the round until either:

- All six goal cards have been revealed
- All dwarf counters have been placed (there are eight available)
- The draw pile is exhausted and no one can play anything from their hand

Once the round is over, you count up the gold for each player, reshuffle the path/action cards, place six new goal cards (same configuration each time), and start the next round. After three rounds, whomever has the most gold wins the game!

We never got to the point that all six goal cards were turned over, or all dwarf counters were placed – all of our rounds ended because we had no more cards we could play – but, that's really the luck of the draw.

TIMING OF THE GAME

The first time we played it took closer to 45-minutes because we were checking to make sure we were playing correctly, but the second time it took just a little over 30-minutes, which is also what the manufacturer indicates is the approximate time of play.

We enjoyed playing this fast-paced, handy game and would consider toting this one along on a vacation, weekend trip, or as a filler game during a lengthy day of gaming!

...

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



ANDROID NETRUNNER LCG: TERMINAL DIRECTIVE EXPANSION (FFG ADN42)

From Fantasy Flight Games, reviewed by Eric Steiger and Rob Herman



14 & Up



2 Players



45 Minutes



\$39.95

Bioroids can't kill people. So why are people in New Angeles turning up dead, murdered by a bioroid, in *Terminal Directive*, the Campaign Expansion for Fantasy Flight Games tentpole LCG (Living Card Game) *Android: Netrunner*? Over the course of about 8-15 unique games, you're going to find out.

What makes *Terminal Directive* different from previous expansions is that it doesn't just provide you with a lot of new cards to add to your *Netrunner* decks (although it does that, too). *Terminal Directive* contains an entirely new way of playing *Netrunner*: a campaign mode. In the campaign, you will build decks using the cards from the set, plus one *Netrunner* core set, and play them with the same person until you finish the campaign and solve the murders. One player will choose from one of the two corporations (Seidr Laboratories, a division of Haas-Bioroid, or Skorprios Defense Systems, a Weyland subsidiary), and the other will choose from one of the two runners (the Shaper, Ayla "Bios" Rahim, or the Criminal, Steve Cambridge), and keep that identity for the entire campaign (although you can, and will, modify your deck between games).



The campaign provides sealed packs of cards and stickers that you'll set aside and only open when it tells you to, beginning with Set 1. To advance your side of the story as fast as you can, you'll need to win games using the cards provided in the pack – for example, the first corporation pack includes three agendas that, if you win having scored one, you'll get to advance to Set 2. Otherwise, you'll need to win multiple games to advance. Each Set also includes narrative decisions for you to make, which will give you additional abilities, goals, or conditions during your next game: things like gaining credits when the other player steals or scores an agenda, a 1-use ability to shuffle your hand into your deck and redraw, a side-goal of trashing player cards, or restrictions on how many or how few credits you can have in your credit pool. All of these abilities and conditions come in the form of stickers you add to a PAD in front of you, so you can easily see your progress. As you advance through sets, stickers will be replaced or covered. Meeting your goals will unlock new sets with powerful cards for you to use the next game. Failing to meet a condition will also unlock sets...ones with really *unfortunate* consequences.

The campaign mode is a fascinating and refreshing new way to play *Netrunner* for players who might have gotten a little bored with nothing but tournament-level play. But, don't mistake it for easy



mode – even with a much smaller card pool, the added complications from the campaign add serious depth of play, and they'll change significantly between games.

Much like Rob Daviau's *Legacy* series of games, you'll only be able to play through the campaign once, but it'll be quite a ride. For some players, that thought might be a turn-off for a \$40 MSRP campaign box. However, there are still just as many new tournament-legal cards in *Terminal Directive* as there are in one of the previous deluxe expansions for *Netrunner* (\$30 MSRP), and players will still want to get their hands on those. So, a better way to think of it is that you get a deluxe expansion, plus paying \$10 for the campaign (and a really big box). At \$10, it's unquestionably worth trying the campaign.

The new tournament-legal cards are nothing to sneeze at, either, with something for everybody. Criminals receive some very efficient icebreakers, while Shapers get a versatile set that can each be used to break two different kinds of ice. Weyland gains a welcome boost to its suite of advanceable ice, and Haas-Bioroid's Ultraviolet and Black-Level Clearances exemplify the corporation's trademark deadly efficiency. Even the factions not featured have something to gain, with runners gaining access to the mysterious Shadow Net and corporations getting to perform a profitable IPO. Also, and I can't emphasize this enough...you get a *really* big, nice box.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.



TICKET TO RIDE: RAILS & SAILS (DOW DO7226)

From Days of Wonder, reviewed by John Kaufeld

 10 & Up	 2 - 5 Players
 60 - 120 Minutes	 \$79.99

You love *Ticket to Ride*. You even cherish the various expansions and alternative versions. But, you've longed for something more... something a bit more ambitious that would stretch your strategy and challenge your skills. You want a *Ticket to Ride* game that makes you sweat, while shifting your brain into high gear.

Your wish is designer Alan Moon's command! His answer: *Ticket to Ride: Rails & Sails*.

Let's sail (or rail, if you prefer) into the 'Top Five' aspects you need to know about the game.

GOING PLACES ON THE TWO-SIDED BOARD

The *Ticket to Ride: Rails & Sails* board gives you two ways to play: Motoring around the Great Lakes or traveling around the World (literally, because several routes wrap from one side of the board to the other). The game wisely includes individual rulebooks for each board, which makes it easy to start playing. The books also include icons to identify what's unique between the boards. Because the boards use slightly different setup and harbor scoring rules (more about that in a moment), the graphic designers elegantly crafted reference charts directly into each board's artwork.

EXPLORING NEW CARDS AND BOARD FEATURES

The game includes separate train and ship travel decks. But, in addition to the normal mix of train or ship cards, each deck also contains a type of special card. The train deck has dual wild cards which now count for either a ship or train. The ship deck adds new double ship cards, which let you place two ships instead of one when claiming a route.

The World board also adds "pair routes" which require a matching pair of train cards to place each train. The World board's ticket deck includes a new "tour ticket," with multiple destinations and three ways to either gain or lose points.

BUILDING BONUSES WITH HARBORS

Ticket to Ride: Rails & Sails also introduces the harbor, a new buildable playing piece that works with your tickets to earn victory points. Each player gets three harbors. Building a harbor requires two pairs of train and ship cards in matching colors (or wild cards), all with the harbor symbol. You also need an existing connection to the harbor city.

Harbors earn bonus points for every ticket showing the name of the harbor city. In the Great Lakes, harbors score 10 points for one ticket, 20 for two, and 30 for three or more. On the World board, they start at 20 points for one ticket and go up to 40 for three or more. Unbuilt harbors cost you four points each at the end of the game, so plan ahead to get them on the board by mid-game after drawing one or two batches of new tickets.



PICKING YOUR MIX

Since the two boards contain a different mixture of rail and sail routes, players start with a pre-set pool of trains and ships. After looking at the starting ticket cards, each player selects a mixture of train and boat pieces from the pool to use in the game. As you play, you can spend a turn to swap any number of trains for the same number of ships (and vice versa). Swapping also costs one (1) VP per item traded, so trading five ships for trains immediately takes five (5) points off your score.

STARTING BEGINNERS SOMEWHERE ELSE

One word of caution: I discourage using *Ticket to Ride: Rails & Sails* as a gateway game for introducing new players to the tabletop hobby... because their brains will explode! *Ticket to Ride: Rails & Sails* gives experienced players plenty of new challenges, which we definitely needed. Use classic *Ticket to Ride* for gateway nights.

THE VERDICT

Ticket to Ride: Rails & Sails builds on the classic *Ticket to Ride* system, adding a new level of strategies, choices, and scoring opportunities. Moon accomplished this with a deft hand, adding muscle to the game instead of just adding bulk.

If you love the *Ticket to Ride* system, but crave something with more strategy and complexity, *Ticket to Ride: Rails & Sails* is for you! Between balancing your card draws between the train and ship decks, figuring out your routes, managing your supply of trains and ships, and collecting cards to place your harbors, there's a lot to keep you venturing back to the game...by rail or sail.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).



TAK: A BEAUTIFUL GAME (PSI CAG239)

From Cheapass Games, reviewed by Rebecca Kaufeld

 12 and Up	 2 Players
 10-30 Minutes	 \$55.00

Welcome, stranger. If you've traveled far, come spend a night at the tavern; there's ale and food, camaraderie and a cheery fire to warm your hands and raise your spirits. Greet the innkeeper and mind the other folks as you find a table; if you're lucky, you'll catch several patrons engaged in a curious game. Flat and standing stones, placed on their own or stacked in towers, build paths across the board from one side to the other.

You might ask the innkeeper about it when he brings your ale. He'll even teach you how and encourage you to play... if he's not too busy.

A BEAUTIFUL GAME

Tak is the story of a road. Players arrange flat stones across the board to build their road, often crisscrossing each other's paths to reach the other side. The rules, themselves, are deceptively simple; the strategy, however, ranges from easy to delightfully complex. Only the players' wits and skill decide the difficulty.

THE PIECES

An army is not equipped without its officers, and a road isn't complete without stones. Players have three kinds to work with:

- Flat stones
- Standing stones (or "walls")
- Capstones

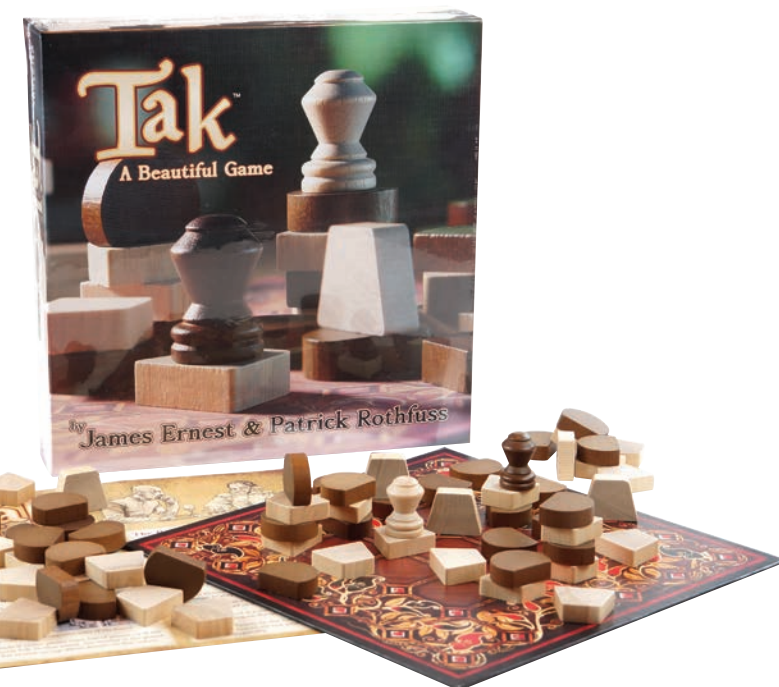
Flat stones are stackable, and can either stand on their own or be moved into towers with other flat stones. Standing stones (flat stones placed on their side) act as a wall; they can be moved, but don't help build a tower unless they're the top piece. They also don't count as part of the road. Capstones have aspects of *both* flat and standing stones. For example, they do count as a part of the road, but cannot have another stone stacked above them. In addition, they have one more power that makes them invaluable: they can actually 'knock down' a standing stone, turning it from an impervious wall into a flat, stackable stone.

STRATEGY

The premise of the game is simple. Build a road from one side of the board to the other, using only flat stones (with possible assist from your capstone). The pieces and their movements aren't complicated, and gameplay makes it easy to share *Tak* with other potential enthusiasts.

Treachery, though, lies in the strategy. While standing stones and capstones can't be stacked, flat stones can use a movement to settle on top of another flat stone nearby. Enough flat stones on the same space create a tower of pieces from both sides. But, what happens when your pieces are locked inside a tower? You break it down!

The top stone indicates who has control of the tower. Should that player be so inclined, they can choose to "move" the tower: leaving one stone behind, it travels in a



straight line, dropping a flat stone on each space it passes through. Breaking down towers can leave a player feeling venerable with so much power at their fingertips, but also leaves them with the potential to change the entire board at the drop of a hat (or stone, that is).

There are other strategic moves, of course. Using walls to block other players, transporting standing stones to the top of towers, then breaking down the tower to move across the board – the combination of possible moves is the beauty that defines *Tak's* strategy. Only by using all the resources available will a player truly prove their worth.

WINNING THE BEAUTIFUL GAME

A completed road is only the first condition to winning *Tak*. There are two other opportunities for players clever enough to use them: a 'flat win' (either player runs out of pieces or the board is completely full, in which case the one with the most visible flat stones wins) or a 'double road' (creating a winning road for both players, and whom-ever makes the final move gets the victory).

The majesty of *Tak* lies in the delightful combination of simple rules and complex play. In premise, this should be easy; after all, how difficult is it to build a road from here to there?

In this case, the answer may surprise you.

...

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.



DUNGEON SAGA: THE DWARF KING'S QUEST (MGE MGDS01)

From Mantic Games, reviewed by Thomas Riccardi

 13 & Up	 2 - 5 Players
 30 - 90 Minutes	 \$79.99

In this ancient land, over a thousand years ago, there was a hero named Valandor. This mighty hero fought in many battles — but, alas, gave up his own life in the protection of others. Many are alive today due to his selfless actions. Now, a storm is brewing on the horizon. The disgraced wizard, Mortibris, has defiled sacred sites that honor Valandor while searching for the key to the fallen hero's power. Four heroes have been called from the far reaches of the realm to combat this new evil before it's too late. This is the world of *Dungeon Saga: The Dwarf King's Quest* from Mantic Games!

A standalone game for two to five players, *Dungeon Saga* is packed full with everything you'll need to get started. There are a total of 24 miniatures, divided up into 18 minions (skeletons, zombies, and other undead nasties), four heroes (Orlaf the Barbarian, Rordin the Dwarf Fighter, Danor the Human Wizard, and Madriga the Elf Ranger), and four bosses (the aforementioned Mortibris, a Necromancer; and Grund, an Undead Dwarven King; Elshara, a Banshee; and Hoggar, a Zombie Troll Shaman). Each of these miniatures are already pieced together, ready to be primed, painted, and played out of the box. In *Dungeon Saga*, up to four players can take control of the heroes, while a single player manages the overlord (who controls the monsters and bosses of the dungeon).



Three books are contained within: a complete rulebook, a quest / campaign book, and a quickstart guide (which I encourage you to read first). The rules are easy to pick up as each of the values are listed on your hero's card. During each turn, the hero can move up to his movement allowance as noted on their card. They can also perform actions such as fighting, shooting, or casting spells, which are resolved by rolling dice (which also may decrease if the hero is injured). Once the amount of dice are rolled, the results are

compared against the target's armor value and anything equal to or less are immediately discarded. Hits are determined by taking the highest dice (offense) and matching it against your opponent's highest ones (defense). For example: The hero rolls a five and a four (9); he compares it with the overlord's three and four (7), which results in two hits. The more hits you inflict on an enemy the greater the effect.

In regards to packaging, Mantic housed all of the components in a box resembling an ancient tome, with the sides and spine inscribed with ancient script. A nice touch are two cardboard dividers, which makes it easier to store the miniatures, as well as a tiny magnet to keep the tome shut until you're ready for the next adventure.



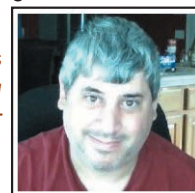
Also included are dungeon furnishings that give flair to the dungeon, like Doors, Chests, Crypts, and Bookcases, and tiles that clip together depending on the adventure you select from the quest book. Each of these adventures string out into a campaign that can be played over a few sessions. There's also counters, cards, hero and boss cards that display all the stats of each character, as well as dice and a short and long range ruler.



Dungeon Saga contains an epic storyline that can be played over a few nights and comes with some highly detailed miniatures that any tabletop gamer would love to include in their collection. For more information on this and other games head over to www.manticgames.com and get ready to enter the dungeon.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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